



St Joseph's Vocabulary Map



Year Group	Subject Specific	Autumn	Lent	Pentecost
FS	Computer, iPad, screen, button, press, tap, icon, turn on, turn off, instructions, order, pattern. <u>Online Safety</u> Safe, share, rules, trusted adult, stop, ask, permission, screen time.	<u>Technology Around Us & Digital Media</u> technology, computer, iPad, screen, camera, photograph, picture, record, play, listen, sound, video.	<u>Algorithms & Directional Play</u> instructions, steps, order, sequence, forwards, backwards, left, right, turn, go, stop.	<u>Digital Painting</u> paint app, colour, paintbrush, tool, tap, drag, click, undo, clear, character, change.
Y1	<u>All Computing Topics</u> (All previously taught vocabulary) Technology, computer, device, function, purpose, tool, label, digital, hardware, software, save, open. <u>Online Safety</u> Personal, permission, kind, message, screen, create, adult, trusted adult, private, rules.	<u>Technology around us</u> technology, computer, mouse, trackpad, keyboard, screen, double-click, typing. <u>Digital painting</u> paint program, tool, paintbrush, erase, fill, undo, shape tools, line tool, fill tool, undo tool, colour, brush style, brush size, pictures, painting, computers.	<u>Moving a robot</u> Bee-Bot, forwards, backwards, turn, clear, go, commands, instructions, directions, left, right, route, plan, algorithm, program. <u>Grouping data</u> object, label, group, search, image, property, colour, size, shape, value, data set, more, less, most, fewest, least.	<u>Digital writing</u> word processor, keyboard, keys, letters, type, numbers, space, backspace, text cursor, capital letters, toolbar, bold, italic, underline, mouse, select, font, undo, redo, format, compare, typing, writing. <u>Programming animations</u> ScratchJr, command, sprite, compare, programming, area, block, joining, start, run, program, background, delete, reset, algorithm, predict, effect, change, value, instructions, design.
Y2	<u>All Computing Topics</u> (All previously taught vocabulary) Instruction, task, job, use,ful, responsible, private, sequence, input, output, debug, user, process. <u>Online Safety</u> Password, protect, share, report, balance, author, digital footprint, online, offline, search.	<u>Information technology around us</u> Information technology (IT), computer, barcode, scanner/scan. <u>Digital photography</u> device, camera, photograph, capture, image, digital, landscape, portrait, framing, subject, compose, light sources, flash, focus, background, editing, filter, format, framing, lighting.	<u>Robot algorithms</u> instruction, sequence, clear, unambiguous, algorithm, program, order, prediction, artwork, design, route, mat, debugging, decomposition. <u>Pictograms</u> more than, less than, most, least, common, popular, organise, data, object, tally chart, votes, total, pictogram, enter, data, compare, objects, count, explain, attribute, group, same, different, conclusion, block diagram, sharing.	<u>Making music</u> music, quiet, loud, feelings, emotions, pattern, rhythm, pulse, pitch, tempo, rhythm, notes, create, emotion, beat, instrument, open, edit. <u>Programming quizzes</u> sequence, command, program, run, start, outcome, predict, blocks, design, actions, sprite, project, modify, change, algorithm, build, match, compare, debug, features, evaluate, decomposition, code.
Y3	<u>All Computing Topics</u> (All previously taught vocabulary) Connection, network, message, sender, receive, share, database, media, layout, code, test, evaluate. <u>Online Safety</u>	<u>Connecting computers</u> digital device, input, process, output, program, digital, non-digital, connection, network, switch, server, wireless access point, cables, sockets. <u>Stop-frame animation</u> animation, flip book, stopframe, frame, sequence, image, photograph, setting, character, events, onion skinning, consistency, evaluation, delete, media, import, transition.	<u>Sequencing sounds</u> Scratch, programming, blocks, commands, code, sprite, costume, stage, backdrop, motion, turn, point in direction, glide, sequence, event, task, design, run the code, order, note, chord, algorithm, bug, debug, code. <u>Branching databases</u> attribute, value, questions, table, objects, branching, database, objects, equal, even,	<u>Desktop publishing</u> ext, images, advantages, disadvantages, communicate, font, style, landscape, portrait, orientation, placeholder, template, layout, content, desktop publishing, copy, paste, purpose, benefits. <u>Events and actions</u> motion, event, sprite, algorithm, logic, move, resize, extension block, pen up, set up, pen, design,

	Secure, include, profile, bystander, routine, verify, trusted contact, cyberbullying, reliable source, age rating.		separate, structure, compare, order, organise, selecting, information, decision tree.	action, debugging, errors, setup, code, test, debug, actions.
Y4	<u>All Computing Topics</u> (All previously taught vocabulary) Internet, World Wide Web, access, webpage, link, repetition, loop, data logging, sensor, copyright, media, format. <u>Online Safety</u> Privacy, empathy, consequence, intention, choices, licence, online reputation, consent, digital footprint, reporting tool.	<u>The internet</u> internet, network, router, security, switch, server, wireless access point (WAP), website, web page, web address, routing, web browser, World Wide Web, content, links, files, use, download, sharing, ownership, permission, information, accurate, honest, content, adverts. <u>Audio editing</u> audio, microphone, speaker, headphones, input device, output device, sound, podcast, edit, trim, align, layer, import, record, playback, selection, load, save, export, MP3, evaluate, feedback.	<u>Repetition in shapes</u> Logo (programming environment), program, turtle, commands, code snippet, algorithm, design, debug, pattern, repeat, repetition, count-controlled loop, value, trace, decompose, procedure. <u>Data logging</u> data, table, layout, input device, sensor, logger, logging, data point, interval, analyse, dataset, import, export, logged, collection, review, conclusion.	<u>Photo editing</u> image, edit, digital, crop, rotate, undo, save, adjustments, effects, colours, hue, saturation, sepia, vignette, image, retouch, clone, select, combine, made up, real, composite, cut, copy, paste, alter, background, foreground, zoom, undo, font. <u>Repetition in games</u> Scratch, programming, sprite, blocks, code, loop, repeat, value, infinite loop, count-controlled loop, costume, repetition, forever, animate, event block, duplicate, modify, design, algorithm, debug, refine, evaluate.
Y5	<u>All Computing Topics</u> (All previously taught vocabulary) System, search engine, selection, condition, vector, field, record, microcontroller, physical computing, outcome, testing. <u>Online Safety</u> Sensitive, boundary, impact, stereotype, wellbeing, ownership, search result, bias, citation, terms and conditions.	<u>Sharing information</u> system, connection, digital, input, process, storage, output, search, search engine, refine, index, bot, ordering, links, algorithm, search engine optimisation (SEO), web crawler, content creator, selection, ranking. <u>Video editing</u> talking head, panning, close up, video camera, microphone, lens, mid-range, long shot, moving subject, side by side, angle (high, low, normal), static, zoom, pan, tilt, storyboard, filming, review, import, split, trim, clip, edit, reshoot, delete, reorder, export, evaluate, share.	<u>Selection in physical computing</u> microcontroller, USB, components, connection, infinite loop, output component, motor, repetition, count-controlled loop, Crumble controller, switch, LED, Sparkle, crocodile clips, connect, battery box, program, condition, Input, output, selection, action, debug, circuit, power, cell, buzzer. <u>Flat-file databases</u> database, data, information, record, field, sort, order, group, search, value, criteria, graph, chart, axis, compare, filter, presentation.	<u>Vector drawing</u> vector, drawing tools, object, toolbar, vector drawing, move, resize, colour, rotate, duplicate/copy, zoom, select, align, modify, layers, order, copy, paste, group, ungroup, reuse, reflection. <u>Selection in quizzes</u> Selection, condition, true, false, count-controlled loop, outcomes, conditional statement, algorithm, program, debug, question, answer, task, design, input, implement, test, run, setup, operator.
Y6	<u>All Computing Topics</u> (All previously taught vocabulary) Communication, collaboration, feedback, variable, spreadsheet, cell reference, formula, 3D modelling, sensing, protocol, evaluation. <u>Online Safety</u> Encryption, reputation, respectful, harassment, manipulation, copyright, fake news, digital footprint, plagiarism, secure connection.	<u>Internet communication</u> communication, protocol, Internet Protocol (IP), Domain Name Server (DNS), packet, header, data payload, slide deck, remix, collaboration, one-way, two-way, one-to-one, one-to-many. <u>Webpage creation</u> web page, browser, media, Hypertext Markup Language (HTML), layout, header, copyright, fair use, home page, preview, Google Sites, breadcrumb trail, navigation, hyperlink, subpage, evaluate, implication, external link, embed.	<u>Variables in games</u> variable, change, name, value, set, design, event, algorithm, code, task, artwork, program, project, code, test, debug, improve, evaluate, share, assign, declare. <u>Introduction to spreadsheets</u> data, collecting, structure, spreadsheet, cell, cell reference, data item, format, formula, calculation, spreadsheet, input, output, operation, range, duplicate, sigma, propose, data set, organised, chart, comparison, software, tools.	<u>3D modelling</u> TinkerCAD, perspective, view, handles, resize, lift, lower, recolour, rotate, duplicate, group, placeholder, hollow, choose, combine, construct, modify. <u>Sensing</u> Microbit, MakeCode, input, process, output, USB, trace, selection, condition, if then else, variable, random, sensing, accelerometer, value, compass, direction, navigation, design, task, algorithm, step counter, plan, create, code, test, debug.