Key Vocabulary Map for Computing

2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Tablet, school, BeeBot, instructions, programming toys, laptop, programme, camera, till, phone, internet, information, safe, log in, password, press.					
Reception	Computing, Information technology, tablet, school, wider world, community, mouse, BeeBot, instructions, App's, programming toys, laptop, programme, camera, till, microphones, on, off, phone, internet, information, secure, safe, log in, password, rotate, press, portrait, landscape.					
Year One	**Computing systems and networks- Technology around us** Technology Computer Mouse Trackpad Keyboard Screen Double-click Typing	**Creating media Digital painting** Paint Program Tool Paintbrush Erase Fill Undo Shape tools Line tool Fill tool Undo tool Colour Brush style Brush size Pictures Painting Computers	**Programming A Moving a robot** Bee-Bot Forwards Backwards Turn Clear Go Commands Instructions Directions Left Right Algorithm Program Route Plan	**Data and information Grouping data** Object Group Search Image Label Property Colour Size Shape Value Data set More Less Most Fewest Least The same	**Creating media Digital writing** 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	**Programming B Programming animations** Scratch Junior Command Sprite Compare Programming Area Block Joining Start Run Program Background Delete Reset Algorithm Predict Effect Change Value Instructions Design

Ofsted
Outstanding
2009|2010

					Writing	
Year Two	**Computing systems and networks** **Information technology around us** Information technology (IT) Computer Barcode Scanner/Scan	**Creating media** **Digital photography** Device Camera Photograph Capture Image Digital Landscape Portrait Framing Subject Compose Light sources Flash Focus Background Editing Format Filter Framing Lighting	**Programming A** **Robot algorithms** Instruction Sequence Clear Unambiguous Algorithm Program Order Prediction Artwork Design Route Mat Debugging Decomposition	**Data and information** **Pictograms** More than/ less than Most/least Common Organise Data Tally chart Objects Count Explain Same/different Votes Total Pictogram Enter Compare Attribute Group Popular Conclusion Block diagram Sharing	**Creating media** **Digital music** Music Quiet Loud Feelings Emotions Pattern Rhythm Pulse Pitch Tempo Rhythm notes Instrument Create Beat Open Edit	**Programming B** **Programming quizzes** Sequence Command Program Run Start Outcome Predict Blocks Algorithm Sprite Project Design Actions Modify Change Build Match Features Compare Debug Evaluate Decomposition Code