

Christ Church Vocabulary Progression

Year 1		
COMPUTING SYSTEMS AND NETWORKS – Technology around us	PROGRAMMING A – Moving a robot	DATA AND INFORMATION – Grouping
Technology, computer, mouse, trackpad, keyboard, screen, double-click, typing.	Bee-bot, forwards, backwards, turn, clear, go, commands, instructions, directions, left, right, route, plan, algorithm, program.	Object, label, group, search, image, property, colour, size, shape, value, data set, more, less, most, fewest, least, the same
Year 2		
COMPUTING SYSTEMS AND NETWORKS – Information technology around us	CREATING MEDIA – Digital photography	PROGRAMMING B - Programming quizzes
Information technology (IT), computer, barcode, scanner/scan	Device, camera, photograph, capture, image, digital, landscape, portrait, framing, subject, compose, light sources, flash, focus, background, editing, filter, format, framing, lighting,	Sequence, command, program, run, start, outcome, predict, blocks, design, actions, sprite, project, modify, change, algorithm, build, match, compare, debug, features, evaluate, decomposition, code.
Year 3		
COMPUTING SYSTEMS AND NETWORKS – Connecting computers	DATA AND INFORMATION - Branching databases	PROGRAMMING B – Events and actions in programs
Digital device, input, process, output, program, digital, non-digital, connection, network, switch, server, wireless access point, cables, sockets	Attribute, value, questions, table, objects, branching, database, objects, equal, even, separate, structure, compare, order, organise, selecting, information, decision tree.	Motion, event, sprite, algorithm, logic, move, resize, extension block, pen up, set up, pen, design, action, debugging, errors, setup, code, test, debug, actions.

Year 4		
COMPUTING SYSTEMS AND NETWORKS – Connecting computers	CREATING MEDIA – Audio production	PROGRAMMING A – Repetition in shapes
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	Audio, microphone, speaker, headphones, input device, output device, sound, podcast, edit, trim, align, layer, import, record, playback, selection, load, save, export, MP3, evaluate, feedback.	Logo (programming environment), program, turtle, commands, code snippet, algorithm, design, debug, pattern, repeat, repetition, count-controlled loop, value, trace, decompose, procedure.
Year 5		
COMPUTING SYSTEMS AND NETWORKS – Sharing information	PROGRAMMING A – Selection in physical Computing	PROGRAMMING B – Selection in quizzes
System, connection, digital, input, process, output, protocol, address, packet, chat, explore, slide deck, reuse, remix, collaboration	Microcontroller, controller, Components, LED, crocodile Clips, connect, battery, Program, repetition, infinite Loop, count-controlled loop, Condition, true, false, input, Action, selection, motor, Switch, algorithm, debug, Evaluate	Selection, condition, true, false, count-controlled loop, outcomes, conditional statement – the linking together of a condition and outcomes, algorithm, program, debug, implement, question, answer, task, input, outcomes, test, run, setup, share, evaluate, constructive
Year 6		
PROGRAMMING A – Variables in games	DATA AND INFORMATION - Spreadsheets	CREATING MEDIA 3D - modelling
Variable, change, name, value, set, design, algorithm, code, task, artwork, program, project, code, test, debug, improve, evaluate, share	Spreadsheet, data, data heading, data set, cells, columns and rows, data item, format, common attribute, formula, calculation, call reference, sigma, graph, evaluate, results, comparisons, questions, software, tools, data, propose	Online safety 2D, 3D, 3D object, 3D space, view, resize, colour, lift, rotate, position, select, duplicate, dimensions, placeholder, hole, group, ungroup, modify, evaluate, improve