Computing Progression in Vocabulary document EYFS to Y6

Please note that this document contains **new** vocabulary for each year group, relevant to the skills taught and to the planned lessons. Vocabulary from previous years is used and is built on each year.

These areas are covered in each year group

Area	EYFS	Y1	Y2	Y3	Y4	Y5	Y6
Computer science Pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Problem solving Programming Logical thinking	On Off Switch Backwards Forward Instruction Sound Moving	Action Algorithm Arrow Background input Challenge Code Criteria Debug Direction event Left turn object output Program Rewind Right turn run Sort sound Undo when clicked	button Collision detected Design mode Key pressed nesting predict sequence test text timer execute properties scale scene When swiped	Alert Blocks of commands Develop Flowchart Plan Procedure Repeat Values	Abbreviations: RT, LT, BK, FD Code block Co-ordinates If/else Logo Motherboard Number variable Objects Prompt for input Repeat until Selection types Variable Variable value	2D 3D Abstraction Decomposition Function Interactive Modelling Perspective Physical system Playability Score Screenshot Simplify/simplified Stimulation Tab	Called Developer Get input Launch command Router User input LAN local area WAN wide area IP address
Information technology Pupils are equipped to use information technology to create programs, systems and a range of content. Creating content & Searching	Buttons Collect Command Computer Count Equipment Keyboard Keys Monitor Mouse Movement Organise Phone Camera Remote Set of photos Type	Arrow keys Backspace key cursor cell tool cells clipart Collate Columns Count tool Data Delete key Image toolbox Lock tool Move Pictogram Rows Speak tool spreadsheet	Animated Avatar Binary tree Copy and paste Database Equal tool Lock tool Presentation Question Soundtrack Space bar key Volume	Advance mod animation audio Bar chat Block graph Branching database Charts design templates Field font Graphing line graph media Question slide slideshow Spin tool Stimulation Symbols = < > text box transition	Average Background Bold Charts Flipbook Formula Formula wizard Frame Italic Play Random tool Stop motion Timer Underline	Document Find Formatting Merge cells Record Sort, group and arrange Statistics and reports Table Text wrapping Word processing	Blog post Calculate Cell reference Count (how many tool) Icon Range Row Sum style Workbook

Digital literacy Pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world. E-Safety Using IT	Choices Create Internet information Share Technology Website	Animation Avatar Display board E-book File Font Log in username logout My Work Notification Password Save Sound effect tools Topics	attachment Creative Commons Digital footprint Display board email Internet browser Network Online safety Save Search Search engine Searching sharing Template Wireless WWW	Address book Attachment Blog Cc Communication Compose Concept map Email Formatting PEGI rating Save to draft Send Webpage	Computer Virus Cookies Copyright Identify theft Malware Phishing Plagiarism spam	bibliography Citations Encryption Reference Reputable Shared image Smart rules	