

Burradon Community Primary School Vocabulary Overview

Vocabulary should be recapped regularly and link to the three areas of the Computing Curriculum: **Computer Science**, **Information Technology** and **Digital Literacy**.

| FS1 | FS2 | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|---|---|--|---|---|--|--|---|
| backwards buttons click computer forwards iPad mouse patterns pull safe scroll tablet turn | backwards buttons choices click computer create equipment forwards group image instructions internet invention iPad keyboard monitor mouse patterns private information pull safety scroll share speaker tablet technology turn type | algorithm backwards choices command computer create data digital equipment forwards group image instructions internet iPad keyboard monitor mouse organise patterns private information program safety scroll share software speaker store tablet technology turn type website | algorithm blocks coding command create data debug digital equipment execute frames group image instructions internet manipulate online organise patterns predict private information program retrieve reverse engineer safety scripted scroll sequence share software sprite stop motion store tablet technology turn type website | algorithm block language coding command data debug digital execute frames group image instructions input manipulate online organise patterns predict program repetition retrieve safety scripted sequence share output reverse engineer technology website software sprite stop motion store system repetition retrieve | algorithm block language coding command collaboration data debug digital encrypted execute frames HTTP input output manipulate online organise packets of data patterns predict private information program repetition retrieve reverse engineer safety scripted selection sequence simulation share sprite stop motion software store system URL | algorithm binary code block language coding command control collaboration data debug decomposition digital encrypted frames HTTP input manipulate online organise output packets of data private information program repetition retrieve repetition scripted selection simulation sprite reverse engineer software store stop motion system URL variables | algorithm binary code block language coding command control collaboration data debug decomposition digital encrypted frames hardware HTTP input IP address organise output loops manipulate packets of data private information program repetition retrieve reverse engineer scripted selection simulation software sprite stop motion store URL variables |

| Computer Science | FS1 | FS2 | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|--|--|---|--|---|--|--|--|---|
| <ul style="list-style-type: none"> - Problem solving - Programming - Logical thinking | backwards buttons forwards patterns pull safe turn | backwards buttons choices create equipment forwards group instructions organise patterns pull safety technology turn | algorithm backwards choices create command forwards group instructions organise patterns safety sequence software store program technology | algorithm blocks command debug execute instructions manipulate organise scripted sequence software sprite store predict program retrieve reverse engineer technology | algorithm block language command debug execute input output loops manipulate organise program repetition scripted sequence simulation sprite software store program physical system repetition retrieve reverse engineer technology | algorithm block language command collaboration debug encrypted execute HTTP input output loops manipulate organise program repetition scripted selection sequence simulation sprite software store packets of data program physical system repetition retrieve reverse engineer | algorithm binary code block language command control collaboration debug decomposition encrypted execute HTTP input output loops manipulate organise program repetition scripted selection sequence simulation sprite software store packets of data program physical system repetition retrieve reverse engineer URL | algorithm binary code block language command control collaboration debug decomposition encrypted execute hardware HTTP input IP address output loops manipulate organise program repetition scripted selection sequence simulation sprite software store packets of data program physical system repetition retrieve variables reverse engineer URL variables |

| Information Technology | FS1 | FS2 | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|-----------------------------------|---|--|--|---|---|---|---|--|
| - Creating content - Searching | buttons click computer iPad mouse pull safe scroll tablet turn | buttons choices click computer create equipment group image instructions internet invention iPad keyboard monitor mouse patterns private information safety scroll share speaker tablet technology turn type | data digital content digital devices computer computer network creates equipment group image instructions internet invention iPad keyboard monitor mouse patterns private information safety scroll share speaker tablet technology turn type | animation data digital content digital devices computer computer network creates equipment group image instructions internet invention iPad keyboard monitor mouse patterns private information safety scroll share speaker tablet technology turn type | Animation computer network data digital content digital devices group image internet invention iPad keyboard monitor mouse network patterns private information safe search mode search technologies software tablet technology turn type | Animation cached collecting computer network data digital content digital devices group image internet invention iPad keyboard monitor mouse network patterns private information safe search mode search technologies server software tablet technology turn type | Animation cached collecting computer network data digital content digital devices evaluating group image internet invention iPad keyboard monitor mouse network patterns private information safe search mode search technologies server software tablet technology turn type | Animation cached collecting computer network data digital content digital devices evaluating group image internet invention iPad keyboard monitor mouse network patterns private information safe search mode search technologies server software tablet technology turn type |

| Digital Literacy | FS1 | FS2 | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|---|--|--|---|---|--|--|---|--|
| - E-Safety - Using IT beyond school | buttons choices click computer internet iPad mouse safe scroll tablet | buttons choices click computer internet iPad keyboard mouse private information internet safety scroll share speaker tablet technology type | choices computer data digital internet iPad keyboard mouse password private information safety scroll share store tablet technology turn type website world wide web | data digital equipment internet online password predict private information retrieve safety scroll share sprite store tablet technology turn type website world wide web | acceptable/unacceptable data digital equipment evaluating digital content internet online password predict private information retrieve safety scroll share sprite store tablet technology turn type website world wide web | acceptable/unacceptable data digital equipment evaluating digital content internet online password predict private information responsibility retrieve safety scroll share sprite store tablet technology turn type website world wide web | acceptable/unacceptable data digital encryption equipment evaluating digital content internet online password predict private information responsibility retrieve safety scroll share sprite store tablet technology turn type website world wide web | acceptable/unacceptable data digital detect encryption equipment evaluating digital content internet online password predict private information responsibility retrieve safety scroll share sprite store tablet technology turn type website world wide web |