# Vocabulary Work Bank KS1

| Year 1 | | |
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| **Computing systems and networks – Technology around us** | **Creating media – Digital painting** | **Creating media – Digital writing** |
| technology, computer, mouse, trackpad, keyboard, screen, double-click, typing. | paint program, tool, paintbrush, erase, fill, undo, shape tools, line tool, fill tool, undo tool, colour, brush style, brush size, pictures, painting, computers | 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. |
| **Data and information – Grouping** | **Programming A – Moving a robot** | **Programming B – Programming animations** |
| object, label, group, search, image, property, colour, size, shape, value, data set, more, less, most, fewest, least, the same | Bee-Bot, forwards, backwards, turn, clear, go, commands, instructions, directions, left, right, route, plan, algorithm, program. | ScratchJr, command, sprite, compare, programming, area, block, joining, start, run, program, background, delete, reset, algorithm, predict, effect, change, value, instructions, design. |

| Year 2 | | |
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| **Computing systems and networks - Information technology around us** | **Creating media - Digital music** | **Creating media - Digital photography** |
| Information technology (IT), computer, barcode, scanner/scan | music, quiet, loud, feelings, emotions, pattern, rhythm, pulse, pitch, tempo, rhythm, notes, create, emotion, beat, instrument, open, edit. | device, camera, photograph, capture, image, digital, landscape, portrait, framing, subject, compose, light sources, flash, focus, background, editing, filter, format, framing, lighting, |
| **Data and information – Pictograms** | **Programming A - Robot algorithms** | **Programming B - Programming quizzes** |
| 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 | instruction, sequence, clear, unambiguous, algorithm, program, order, prediction, artwork, design, route, mat, debugging, decomposition | 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 (Year A) | | |
|---|---|---|
| **Computing systems and networks – Connecting computers** | **Creating media – Desktop publishing** | **Creating media – stop frame animation** |
| digital device, input, process, output, program, digital, non-digital, connection, network, switch, server, wireless access point, cables, sockets | text, images, advantages, disadvantages, communicate, font, style, landscape, portrait, orientation, placeholder, template, layout, content, desktop publishing, copy, paste, purpose, benefits. | animation, flip book, stopframe, frame, sequence, image, photograph, setting, character, events, onion skinning, consistency, evaluation, delete, media, import, transition |
| **Data and information – Branching databases** | **Programming A – Sequencing sounds** | **Programming B – Events and actions in programs** |
| attribute, value, questions, table, objects, branching, database, objects, equal, even, separate, structure, compare, order, organise, selecting, information, decision tree. | Scratch, programming, blocks, commands, code, sprite, costume, stage, backdrop, motion, turn, point in direction, go to, glide, sequence, event, task, design, run the code, order, note, chord, algorithm, bug, debug, code | 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 (Year B) | | |
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| **Computing systems and networks – Connecting computers – the internet** | **Creating media – Audio production** | **Creating media – Photo editing** |
| 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. | 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. |
| **Data and information – Data logging** | **Programming A – Repetition in shapes** | **Programming B – Repetition in games** |
| data, table, layout, input device, sensor, logger, logging, data point, interval, analyse, dataset, import, export, logged, collection, review, conclusion. | Logo (programming environment), program, turtle, commands, code snippet, algorithm, design, debug, pattern, repeat, repetition, count-controlled loop, value, trace, decompose, procedure. | 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 |

| Year 5 (Year A) | | |
|---|---|---|
| **Computing systems and networks – systems and searching** | **Creating media – Introduction to vector graphics** | **Creating media – Video production** |
| 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. | 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 | video, audio, camera, 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. |
| **Data and information – Flat-file databases** | **Programming A – Selection in physical computing** | **Programming B - Making quizzes** |
| database, data, information, record, field, sort, order, group, search, value, criteria, graph, chart, axis, compare, filter, presentation | 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 | Selection, condition, true, false, count-controlled loop, outcomes, conditional statement, algorithm, program, debug, question, answer, task, design, input, implement, test, run, setup, operator |

| Year 6 (Year B) | | |
|---|---|---|
| **Computing systems and networks – communication and collaboration** | **Creating media – Webpage creation** | **Creating media – 3D Modelling** |
| communication, protocol, data, address, Internet Protocol (IP), Domain Name Server (DNS), packet, header, data payload, chat, explore, slide deck, reuse, remix, collaboration, internet, public, private, oneway, two-way, one-to-one, one-to-many | website, web page, browser, media, Hypertext Markup Language (HTML), logo, layout, header, media, purpose, copyright, fair use, home page, preview, evaluate, device, Google Sites, breadcrumb trail, navigation, hyperlink, subpage, evaluate, implication, external link, embed. | TinkerCAD, 2D, 3D, shapes, select, move, perspective, view, handles, resize, lift, lower, recolour, rotate, duplicate, group, cylinder, cube, cuboid, sphere, cone, prism, pyramid, placeholder, hollow, choose, combine, construct, evaluate, modify. |
| **Data and information – Introduction to spreadsheets** | **Programming A – Variables in games** | **Programming B – sensing movement** |
| data, collecting, table, structure, spreadsheet, cell, cell reference, data item, format, formula, calculation, spreadsheet, input, output, operation, range, duplicate, sigma, propose, question, data | variable, change, name, value, set, design, event, algorithm, code, task, artwork, program, project, code, test, debug, improve, evaluate, share, assign, declare | Micro:bit, MakeCode, input, process, output, flashing, USB, trace, selection, condition, if then else, variable, random, sensing, accelerometer, value, compass, direction, navigation, design, task, algorithm, step |

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| set, organised, chart, evaluate, results, sum, comparison, software, tools | | counter, plan, create, code, test, debug. |