

YEAR 1 (AND EYFS)
Computer Systems and Networks (How to log on & search safely)
account, computer, log on, log off, mouse, password, screen (monitor), software, tool, username, save, print.
Programming (Scratch Jr)
Creative Media (Painting - Paint.net)
camera, collage, crop, delete, drag and drop, image, photo, resize, save as
Creative Media (Photography - Snapseed)
camera, collage, crop, delete, drag and drop, editing, image, photo, resize, save as
Data and Information (Pictograms using J2E)
chart, computer, label, pictogram, table, text
Creative Media (Writing using J2E)
backspace, bold , copy, cut, delete, highlight, import, italics, keyboard, paste, redo, space bar, underline, undo,

word processing





YEAR 2

Computer Systems and Networks (What is a computer?)

battery, buttons, computer, desktop, device, electricity, input, invention, keyboard, laptop, screen (monitor), mouse, output, technology, wires

Creative Media (Writing)

backspace, **bold**, copy, copyright, cut, delete, <mark>highlight,</mark> image, import, *italics*, keyboard, keyboard character, paste, redo, space bar, touch typing, <u>underline</u>, undo, word processing

Programming: Scratch Jr

algorithm, animation, artificial intelligence, bug, computer code, code (verb), data, debug, decompose, error, icon, imitate, input, instructions, loop, output, predict, repeat, Scratch JR, sequence

Creative Media (Painting - Using Paint)

camera, collage, crop, delete, download, drag and drop, editing software, image, image filter, import, online, photo, resize, save as, search engine, sequence, storage space, visual effects

Creative Media (Photography - Using Snapseed)

camera, collage, crop, delete, download, drag and drop, editing software, image, image filter, import, online, photo, resize, save as, search engine, sequence, storage space, visual effects

Data and Information (Pictograms using J2E)

branching database, categorise, chart, computer, data, information, label, pictogram, record, sort, table, text





YEAR 3

Data and Information (Sequencing Sounds - Audacity)

audio, sound, video, file format, loop, record, stop, play, edit, play, skip, waveform, input, output, record, edit, play podcast, digital content, downloadable, backing track, voiceover, mute, gain, production, post-production, upload.

Programming: Stop-Frame animation (I-Movies & Da Vinci Resolve)

application, desktop, digital device, edit, film, film editing software, graphics, import (software), key events, laptop, music, photo, plan, recording (electronic), sound effects, time code, video, voiceover

Computer Systems & Networking

algorithm, computer, computer program, CPU, (central processing unit) data, desktop, DSL (digital subscriber line), GPU (graphics processing unit), HDD (hard disk drive), network, network map, network switch, QR code, RAM (random access memory), ROM (read only memory), tablet device, trackpad, wireless access points.

Programming: Scratch Code-It

algorithm, animation, application, artificial intelligence, bug, code, code block, data, debug, decompose, error, icon, imitate, input, instructions, interface, loop, predict, program, remixing code, repetition code, review, Scratch, sprite, tinker.

Computer Systems & Networking (Digital literacy - MS Publisher)

Data and Information (Powerpoint)

categorise, data, database, fields (data), filter (data), graphs and charts, information, record, sort, spreadsheet





YEAR 4

Creative Media (Snapseed / IMovie)

camera, collage, crop, delete, download, drag and drop, editing software, image, image filter, import, online, photo, resize, save as, search engine, sequence, storage space, visual effects

Programming: Further programming with Scratch

computer code, code block, conditional statement, decompose, direction, feature, icon, orientation, position, program (verb), Scratch project, Scratch, Scratch script, sprite, Scratch stage, tinker, variable

Data and Information (Excel - Data Logging)

Spreadsheet, cell, column, row, formula, data, graph, bar-chart

Computational thinking

abstraction, algorithm design, computer code, code block, computational thinking, computer, decompose, pattern recognition, problem, Scratch, Scratch script, sequence, variable

Creative Media (Word)

Copy, paste, document, save, italics, bold, hyperlink, underline, save, save as, subscript / superscript.





YEAR 5

Online safety (I-vengers)

catfishing, cyberbully, cybercriminal, cyberstalking, exclusion, fake profile, harassment, information, online, outing, online safety, password, personal information/data, phishing, trickery, trolling, safe, meet, accept, reliable, tell, online, trusted, adult, information, safety, personal, internet, world wide web, communicate, message, social media, email, password, cyberbullying/bullying, plagiarism, profiles, account, private, public, spam, link, privacy, virus, scam, phishing, inbox, junk, sender, subject, secure, account, online, private, social media, adverts, reporting, anonymous, victim, fraud/fraudulent, policy, private/personal.

Programming - Control Technology (Crumble)

.zip file, Bluetooth, code block, decompose, emulator, feature, light strip, loop, predict, program, systematic, tinker, USB universal serial bus, variable

Creating Media (Sound / Audio Editing - Garage Band & Audacity)

basic commands, bug, computer code, code (verb), debug, error, live loop, loop, pitch, program language, rhythm, Sonic Pi, soundtrack, tempo, timbre, tinker

Computer systems and networks (E-mail)

account, attachment (file), BCC, CC, computer, cyberbully, cyberbullying, domain, email, email account, emoji, information, log off, log on, password, spam, username

Webpage Design (HTML)

code (verb), content, copyright, CSS (cascading style sheet), fake news, hacker, hex code, HTML (hypertext markup language), internet browser, permission, script, URL (uniform resource locator), web page

Computer systems and networks





algorithm, binary image, bit, bit pattern, CAD (computer-aided design), compression file, CPU (central processing unit), data, digital image, encode, image, JPEG, memory, operating system, pixels, RGB (red, green, blue)





YEAR 6
Computer systems and networks
algorithm, computer code, computer command, decompose, import (software), indentation (programming), loop, nested loop, random numbers, remix, script libraries, variable
Big data 1 (Data Bases)
barcode, boolean, brand, commuter, contactless, data, data privacy, encrypt, infrared waves, NFC (near field communication), QR (quick response) code, radio waves, RFID (radio frequency identification), signal systems or data analyst, transmission
Big data 2
big data, bluetooth, corrupt data, digital revolution, GPS (global positioning system), infrared waves, IoT (internet of things), QR code, RFID, SIM, smart city, smart school
Control Technology - Robots
Creating Media (Sway)





