

Birkwood Primary School – Computing Vocabulary

Unit	Year 1	Year 2
1.1/2.1	Log In, Username, Password, Avatar, My Work, Log out, Save, Notification, Topics, Tools.	Action, Algorithm, Bug, Character, Code Block, Code Design, Command, Debug/Debugging, Design Mode, Input, Object, Properties, Repeat, Scale, Timer, When Clicked, When Key.
1.2/2.2	Sort, Criteria.	Search, Display Board, Internet, Sharing, Email, Attachment, Digital Footprint.
1.3/2.3	Pictogram, Data, Collate.	Backspace Key, Copy and Paste, Columns, Cells, Count Tool, Delete Key, Equals Tool, Image Toolbox, Lock Tool, Move Cell Tool, Rows, Speak Tool, Spreadsheet.
1.4/2.4	Instruction, Algorithm, Computer, Program, Debug.	Pictogram, Question, Data, Collate, Binary Tree, Avatar, Database.
1.5/2.5	Direction, Challenge, Arrow, Undo, Rewind, Forward, Backwards, Right turn, Left turn, Debug, Instruction, Algorithm.	Internet, Search, Search Engine.
1.6/2.6	Animation, E-Book, Font, File, Sound Effect, Display Board.	Impressionism, Palette, Pointilism, Share, Surrealism, Template.
1.7/2.7	Action, Background, Button, Character, Code Block, Code Design, Coder, Coding, Collision Detection, Command, Design Mode, Input, Object, Program, Properties, Scale, Stop Command, Sound, When Clicked, When Key.	Bpm, Composition, Digitally, Instrument, Music, Sound Effects (Sfx), Soundtrack, Tempo, Volume.
1.8/2.8	Arrow Keys, Backspace Key, Cursor, Columns, Cells, Clipart, Count Tool, Delete Key, Image Toolbox, Lock Tool, Move Cell Tool, Rows, Speak Tool, Spreadsheet.	Concept Map (Mind Map), Node, Animated, Quiz, Non-Fiction, Narrative, Audience.
1.9	Technology.	

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Unit	Year 3	Year 4
3.1/4.1	Action, Algorithm, Bug, Code Block, Code Design, Command, Control, Debug/Debugging, Design Mode, Event, If, Input, Output, Object, Properties, Repeat, Computer Simulation, Selection, Timer, Variable.	Action, Alert, Algorithm, Bug, Code Design, Command, Control, Debug/Debugging, Design Mode, Event, Get Input, If, If/Else, Input, Output, Object, Repeat, Selection, Simulation, Timer, Variable.
3.2/4.2	Password, Internet, Blog, Concept Map, Username, Website, Webpage, Spoof Website, PEGI rating.	Computer Virus, Cookies, Copyright, Digital Footprint, Email, Identity Theft, Malware, Phishing, Plagiarism, Spam.
3.3/4.3	< > =, Advance Mode, Copy and Paste, Columns, Cells, Delete Key, Equals Tool, Move Cell Tool, Rows, Spin Tool, Spreadsheet.	Average, Advance Mode, Copy and Paste, Columns, Cells, Charts, Equals Tool, Formula, Formula Wizard, Move Cell Tool, Random Tool, Rows, Spin Tool, Spreadsheet, Timer.
3.4/4.4	Posture, Top Row Keys, Home Row Keys, Bottom Row Keys, Space Bar.	Font, Bold, Italic, Underline.
3.5/4.5	Communication, Email, Compose, Send, Report to the teacher, Attachment, Address Book, Save to draft, Password, CC, Formatting.	LOGO, BK, FD, RT, LT, REPEAT, SETPC, SETPS, PU, PD.
3.6/4.6	Branching Database, Data, Database, Question.	Animation, Flipbook, Frame, Onion Skinning, Background, Play, Sound, Stop Motion, Video Clip.
3.7/4.7	Simulation.	Easter Egg, Internet, Internet Browser, Search, Search Engine, Spoof Website, Website.
3.8/4.8	Graph, Field, Data, Bar Chart, Block Graph, Line Graph.	Motherboard, CPU, RAM, Graphics Card, Network Card, Monitor, Speakers, Keyboard and Mouse.

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Unit	Year 5	Year 6
5.1/6.1	Action, Alert, Algorithm, Bug, Code Design, Command, Control, Debug/Debugging, Design Mode, Event, Get Input, If, If/Else, Input, Output, Object, Repeat, Sequence, Selection, Simulation, Timer, Variable.	Action, Alert, Algorithm, Bug, Code Design, Command, Control, Debug/Debugging, Event, Function, Get Input, If, If/Else, Input, Output, Object, Repeat, Sequence, Selection, Simulation, Tabs, Timer, Variable.
5.2/6.2	Online Safety, Smart Rules, Password, Reputable, Encryption, Identity Theft, Shared Image, Plagiarism, Citations, Reference, Bibliography.	Digital Footprint, Password, PEGI Rating, Phishing, Screen Time, Spoof Website.
5.3/6.3	Average, Advance Mode, Copy and Paste, Columns, Cells, Charts, Equals Tool, Formula, Formula Wizard, Move Cell Tool, Random Tool, Rows, Spin Tool, Spreadsheet, Timer.	Average, Advance Mode, Copy and Paste, Columns, Cells, Charts, Count (how many) Tool, Dice, Equals Tool, Formula, Formula Wizard, Move Cell Tool, Random Tool, Rows, Spin Tool, Spreadsheet, Timer.
5.4/6.4	Avatar, Binary Tree (Branching Database), Charts, Data, Database, Find, Record, Sort, Group, Arrange, Statistics, Reports, Table.	Audience, Blog, Blog Page, Blog Post, Collaborative, Icon.
5.5/6.5	Animation, Computer Game, Customise, Evaluation, Image, Instructions, Interactive, Screenshot, Texture, Perspective, Playability.	Text-Based Adventure, Concept Map, Debug, Sprite, Function.
5.6/6.6	CAD – Computer Aided Design, Modelling, 3D, Viewpoint, Polygon, 2D, Net, 3D Printing, Points, Template.	Internet, World Wide Web, Network, Local Area Network (LAN), Wide Area Network (WAN), Router, Network Cables, Wireless.
5.7/6.7	Audience, Collaboratively, Concept, Concept Map, Connection, Idea, Node, Thought, Visual.	Audience, Collaboration, Concept Map, Database, Quiz.
6.8		Base 10, Base 2, Binary, Bit, Byte, Decimal, Denary, Digit, Gigabyte (GB) Integer, Kilobyte (KB), Machine Code, Megabyte (MB), Nibble, Switch, Terabyte (TB), Transistor, Variable.