



St. Andrew's **COMPUTING** Vocabulary Progression Ladder

	Year 3		Year 4		Year 5		Year 6	
	Repeated from previous years or terms	New	Repeated from previous years or terms	New	Repeated from previous years or terms	New	Repeated from previous years or terms	New
Autumn		<p><u>Unit 1</u> <u>Scratch:</u> <u>Sequence in</u> <u>Music:</u> 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</p>	<p><u>Unit 1</u> <u>Scratch:</u> <u>Repetition in</u> <u>shapes</u> program commands algorithm design debug repeat</p> <p><u>Unit 2</u> <u>Audio Editing</u> Nothing repeated.</p>	<p><u>Unit 1</u> <u>Scratch:</u> <u>Repetition in</u> <u>shapes</u> logo (programming environment) turtle code snippet pattern repetition count-controlled loop value trace decompose procedure</p> <p><u>Unit 2</u> <u>Audio Editing</u> audio microphone speaker headphones</p>	<p><u>Unit 1</u> <u>Flat File</u> <u>Databases</u> database data information record order value graph compare</p> <p><u>Unit 2</u> <u>Selection</u> <u>(micro:bits)</u> connection infinite loop repetition count-controlled loop switch,</p>	<p><u>Unit 1</u> <u>Flat File</u> <u>Databases</u> record field sort group search criteria chart axis filter presentation</p> <p><u>Unit 2</u> <u>Selection</u> <u>(micro:bits)</u> microcontroller USB components output- component motor</p>	<p><u>Unit 1</u> <u>Variables in</u> <u>Games</u> variable change name artwork evaluate share</p>	<p><u>Unit 1</u> <u>Variables in</u> <u>Games</u> value set design event algorithm code task program project code test debug improve assign declare</p>

		<p>note chord algorithm bug debug code</p> <p><u>Unit 2</u> <u>Connecting Computers</u></p> <p>digital device input process output program digital non-digital connection network switch server wireless access point cables sockets</p>		<p>input device output device sound podcast edit trim align layer import record playback selection load save export MP3 evaluate feedback.</p>		<p>Crumble controller LED Sparkle crocodile clips connect battery box program condition Input output, selection action debug circuit power cell if then else</p>		
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<p style="text-align: center;">Spring</p>		<p style="text-align: center;"><u>Unit 3</u> <u>Scratch:</u> <u>Events and actions</u> motion event sprite algorithm logic move resize extension block pen up set up pen design action debugging errors setup code test debug actions</p> <p style="text-align: center;"><u>Unit 4</u> <u>Branching</u> <u>Databases</u> attribute value questions table objects</p>	<p style="text-align: center;"><u>Unit 3</u> <u>The Internet</u> Nothing repeated</p> <p style="text-align: center;"><u>Unit 4</u></p>	<p style="text-align: center;"><u>Unit 3</u> <u>The Internet</u> internet network router security switch server wireless access point (WAP) website web page web address routing web browser World Wide Web content link files use download sharing ownership permission information accurate honest content adverts</p> <p style="text-align: center;"><u>Unit 4</u></p>	<p style="text-align: center;"><u>Unit 3</u> <u>Scratch:</u> <u>Selection in quizzing</u> Selection condition loop algorithm question design input</p> <p style="text-align: center;"><u>Unit 4</u> <u>Vector graphics</u> object move colour resize rotate duplicate/copy zoom select align modify</p>	<p style="text-align: center;"><u>Unit 3</u> <u>Scratch:</u> <u>Selection in quizzing</u> true false count-controlled statement conditional outcomes program debug answer task implement test run setup operator</p> <p style="text-align: center;"><u>Unit 4</u> <u>Vector graphics</u> vector drawing tools toolbar vector drawing layers ungroup reuse reflection</p>	<p style="text-align: center;"><u>Unit 2</u> <u>3D Modelling</u> shapes select move view resize rotate duplicate group placeholder combine evaluate modify</p>	<p style="text-align: center;"><u>Unit 2</u> <u>3D Modelling</u> TinkerCAD 2D 3D perspective handles lift lower recolour cylinder cube cuboid sphere cone prism pyramid hollow choose construct</p>

		branching database objects equal even separate structure compare order organise selecting information decision tree.	<u>Microbits:</u> <u>Data Logging</u> table layout input device import export	<u>Microbits:</u> <u>Data Logging</u> data sensor logger logging data point interval analyse dataset logged collection review conclusion.	order copy paste group			
Summer		<u>Unit 5</u> <u>Desktop Publishing</u> text images advantages disadvantages communicate font style landscape portrait orientation placeholder template layout content desktop publishing copy	<u>Unit 5</u> <u>Photo Editing</u> digital edit image font select save	<u>Unit 5</u> <u>Photo Editing</u> crop rotate undo adjustments effects colours hue saturation sepia vignette retouch clone combine made up real composite	<u>Unit 5</u> <u>Sharing Information</u> system connection digital input process output search refine algorithm selection	<u>Unit 5</u> <u>Sharing Information</u> optimisation (SEO) web_crawler content creator storage search engine index bot ordering links ranking	<u>Unit 3</u> <u>Sensing</u> Micro:bit input process output USB trace selection condition if then else variable value direction design task algorithm create	<u>Unit 3</u> <u>Sensing</u> MakeCode flashing random sensing accelerometer compass navigation step counter plan

		<p>paste purpose benefits</p> <p><u>Unit 6</u> <u>Desktop Publishing</u> <u>animation, flip</u></p> <p>book stopframe frame sequence image photograph setting character events onion skinning consistency evaluation delete media import transition</p>	<p><u>Scratch:</u> <u>Repetition in games (loops)</u></p> <p>Scratch programming sprite blocks evaluate code algorithm debug design repetition loop repeat value costume</p>	<p>cut copy paste alter background foreground zoom</p> <p><u>Unit 6</u> <u>Scratch:</u> <u>Repetition in games (loops)</u></p> <p>infinite loop count-controlled forever animate event block duplicate modify refine</p>	<p><u>Unit 6</u> <u>Video Editing</u></p> <p>audio zoom review import trim edit delete export evaluate</p>	<p><u>Unit 6</u> <u>Video Editing</u></p> <p>video camera talking head panning close up video camera microphone lens mid-range long shot moving subject side by side angle (high, low, normal) static pan tilt storyboard filming split clip reshoot reorder share</p>	<p>code test debug</p> <p><u>Unit 4/5</u> <u>Communication and Web Design</u></p> <p>communication reuse internet website web page browser media layout purpose evaluate device</p>	<p><u>Unit 4/5</u> <u>Communication and Web Design</u></p> <p>protocol data address Internet Protocol (IP) Domain Name Server (DNS) packet header data payload chat explore slide deck remix collaboration private public oneway two-way one-to-one one-to-many Hypertext Markup Language (HTML)</p>
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copyright
header
logo
fair use
home page
preview
Google Sites
breadcrumb trail
hyperlink
subpage
implication,
external link
embed

Unit 6
Spreadsheets

data
table
spreadsheet
cell
spreadsheet
input
output
duplicate
data set
chart
evaluate

Unit 6
Spreadsheets

collecting
structure
cell reference
data item
format
formula
calculation
operation
range
sigma
propose
question
organised
results
sum
comparison
software

