



Jarrow Cross C of E Computing Vocabulary List

<u>Year 1</u>	<u>Year 2</u>	<u>Year 3</u>	<u>Year 4</u>	<u>Year 5</u>	<u>Year 6</u>
<u>Computing systems and Networks - technology around us</u> Technology Computer Mouse Trackpad Keyboard Screen Double-click Typing Save Log in App Internet Safety	<u>Computer Systems and and Networks - IT around us</u> Information technology Computer Printer iPad Ctouch Touch screen Camera Barcode scanner Till Bank card Chip and pin reader Traffic light Crossing signal Scanner/scan QR code (quick response) Internet Safety Password	<u>Computing systems and networks - Connecting computers</u> Digital Device Input Process Output Program Digital Non-Digital Connection Network Network Switch Server Wireless Access Point Network Cables Network Sockets	<u>Computing systems and networks - The Internet</u> Internet Network Router Network security Network switch, server Wireless access point (WAP), (recap) Router World Wide Web, Internet Content Website Web Page Links Files Website Use/ Content Download	<u>Computing systems and networks - Systems and searching</u> System Connection Digital input Process Output Search Search engine Refine search Index Crawler Bot Ordering Ranking Search engine links Algorithm Search engine optimisation (SEO) Content creator	<u>Computing systems and networks - Communication and collaboration</u> Communication Protocol data address Internet Protocol (IP) address Domain Name Server (DNS) Packet Header Data payload Chat explore Slide deck Reuse Remix Collaboration Communication, public/private One-way/



			sharing ownership permission Information sharing, accurate content adverts		two-way/one-to-one/ one-to-many
<u>Creating media - Digital Painting</u> Paint program Tool Paintbrush Erase Fill Undo 2Paint Purplemash Piet Mondrian Primary colours Shape Tools Line tool Fill toll Undo tool Henri Matisse Shape tool	<u>Creating Media - Digital Photography</u> Device Camera Photograph Capture Image Digital Landscape Portrait Framing Subject Compose Light sources Flash focus background Editing	<u>Creating media - Stop-frame animation</u> Animation flip book Stop-frame Animation Frame Sequence Image Photograph Stop-Frame Animation Onion skinning Consistency Media Import Transition	<u>Creating media - Audio production</u> Audio Microphone Speaker Headphones Input device Output device Podcast Edit Trim Align Audio Sound Layer Import Record Playback	<u>Creating Media - Video Production</u> Video Audio Camera Talking Head Panning Close Up Video Camera Microphone Lens Close Up Mid-Range Long Shot Moving Subject Side By Side High Angle	<u>Creating media - Web page creation</u> Website Web page Browser Media Hypertext Markup Language (HTML) Website Logo Layout Header Media Purpose Copyright Fair use Home page Preview



Wassily Kandinsky Feelings Brush style Georges Seurat Pointillism Brush size	Filter Format Lighting		Edit Selection Save Export MP3 Editing Evaluate Feedback	Low Angle Normal Angle Static Camera Zoom Pan Tilt Storyboard Review Import Split Trim Clip Edit Reshoot Delete Trim Reorder Export Evaluate Share	Evaluate Device Google Sites Breadcrumb trail Navigation Hyperlink Subpage Implication External link Embed
<u>Programming A - Moving a Robot</u> Forwards	<u>Programming A - Robot algorithms</u> Instruction	<u>Programming A - Sequencing</u> <u>sounds</u>	<u>Programming A - Repetition in</u> <u>shapes</u>	Vex Robots Competition Stem Lab	<u>Programming A - Variables in</u> <u>games</u>



Backwards Turn Clear Go Commands Instructions Directions Fixed distance Repeatable Left Right Plan Algorithm Program Debug route	Sequence Clear Unambiguous Algorithm Program Order Prediction Program Artwork Design Route Mat Debugging Decomposition	Sprite Stage Costume Backdrop Emotions Programming blocks Motion Turn Point in direction Go to Glide Sequence Event Task Design Code Run the code Order Note Chord Design Algorithm Bug Debug	Program Turtle Commands Code snippet Algorithm Design Debug Logo commands Pattern Repeat Repetition Count-controlled loop Value Decompose Procedure	Variable Change Name Value Set Change Design Event Algorithm Code Task Artwork Program Project Code Test Debug Improve Evaluate Share
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<u>Data and Information- grouping data</u>	<u>Data and Information - Pictograms</u>	<u>Data and Information - Branching Databases</u>	<u>Data and Information - Data Logging</u>	<u>Data and Information - Flat-file Databases</u>	<u>Data and Information - Spreadsheets</u>
Object	More than	Attribute	Data	Database	Data
Label	Less than	Value	Table	Data	Collecting
Search	Most	Questions	Layout	Information	Table
Image	Least	Table	Input device	Record	Structure
Image	Organise	Objects	Sensor	Field	Spreadsheet
Group	Data	Branching database	Data logger	Sort	Cell
Size	Object	Database	Logging	Order	Cell reference
Shape	Tally chart	Equal	Data point	Group	Data item
Property	Votes	Even	Interval	Search	Format
Value	Total	Separate	Analyse	Criteria	Formula
Data set	Pictogram	Structure	Data set	Graph	Calculation
More	Enter	Compare	Import	Chart	Input
Less	Data	Order	Export	Axis	Output
Most	Compare	Organise	Logged	Compare	Calculate
Least	Count	Selecting	Collection	Filter	Operation
Fewest	More	Information	Analyse	Presentation	Formula
same	Less	Decision tree	Review		Range
	Most		Conclusion		Duplicate
	Least				Sigma
	More common				Propose
	Least common				Question
	Attribute				Data set
	Compare				Organised Chart



	Conclusion Block diagram				Evaluate Results Comparison Questions Software Tools
<u>Creating Media- Digital Writing</u> Word Processor Keyboard Keys Letters Type Space Backspace Text Cursor Capital letters Tool bar Bold Italic Underline Mouse Select Font Undo	<u>Creating Media - Digital Music</u> Synthesised Planets Mars Venus War Peace Quiet Loud Feelings Create emotion Pitch pulse/beat tempo instrument rhythm notes open edit	<u>Creating media - Desktop Publishing</u> Text Images Advantages Disadvantages Communicate Font Font style Communicate Template Landscape Portrait Orientation Placeholder Template Layout Content	<u>Creating Media - Photo Editing</u> Image Edit Digital Crop Rotate Undo Save Adjustments Effects Colours Hue Saturation Sepia Vignette Retouch Clone Made Up Real	<u>Creating media - Introduction to Vector Graphics</u> Vector Drawing tools Object Toolbar Vector drawing Move Resize Colour Rotate Duplicate/copy Zoom Select Rotate Object Align Resize Modify	<u>Creating media - 3D Modelling</u> 2D 3D Shapes Select Move Perspective View Handles Resize Lift Lower Recolour Rotate Duplicate Group Cylinder Placeholder Hollow



Redo Font Format		Desktop publishing Copy Paste Layout Purpose Benefits	Composite Cut Copy Paste Alter Background Foreground Zoom Select Copy Paste Undo Font	Layers Order Copy Paste Group Ungroup Duplicate Object Reuse Reflection	Construct Evaluate Modify
<u>Programming B - introduction to animation</u> Scratch Jr Bee-Bot Command Sprite Compare Programming Programming area Block Joining Command	<u>Programming B - Programming quizzes</u> ScratchJr Bee-Bot Command Sprite Compare programming Programming area Block Joining Command	<u>Programming B - Events and actions in programs</u> Motion Event Sprite Algorithm Logic Move Resize Algorithm	<u>Programming B - Repetition in games</u> Scratch Programming Sprite Blocks Code Loop Repeat Value Block Repeat	<u>Programming B - Selection in quizzes</u> Selection Condition True False Count-controlled loop Outcomes Conditional statement (the linking together of a	<u>Programming B - Sensing movement</u> Micro:bit MakeCode Input Process Output Flashing USB Trace Selection Condition



Run Background Delete Reset Algorithm Predict Effect Change Value Block Variable	Start block Run Program Background Delete Reset Algorithm Predict Instructions Delete	Extension block Pen up Set up Design Action Debugging Errors	Forever Infinite loop Count-controlled loop Costume Repetition Forever animate Event block Duplicate Modify Design Algorithm Debug Refine Evaluate	condition and outcomes) Algorithm Program Debug Question Answer Task Design Input Implement Design Test Run	If Then Else Variable Random Input Selection Condition Variable Sensing Accelerometer Value Compass Direction Variable Navigation Design Task Algorithm Step counter
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