Computing
Vocabulary

	Computer Science	Information Technology	Digital Literacy and E-Safety
EYFS	on, off, switch, backwards, forward, instruction, sound, moving	Buttons Computer Count Equipment Keyboard Keys Monitor Mouse Movement Organise Phone Camera Remote	Choices Internet information Share Technology Website

	Computer Science	Information Technology	Digital Literacy and E-Safety
Year 1	Device, Outcome, Instruction, Equipment, Buttons, Movement, Instructions, Robots, Patterns, Program	Pictogram, Graph, Data, Collect, Count, Organise Photographs, Video, Sound, Data, Digitally	Create, Modify, image, sounds, express, ideas, Internet, Safe, Unsafe, Safe adults, Stranger, Choices, Website, App, Rules, Online, Private information, Email, Appropriate/inappropriate sites, Cyber-bullying, Digital footprint, Keyword searching

	Computer Science	Information Technology	Digital Literacy and E-Safety
Year 2	Predict, Effect, Precise, Unambiguous, Forward, Backward, Right-angle turn, Algorithm, Sequence, Debug	Save, Retrieve, Edit, Capture moments, Magnified images, Questions, Data collection, Graphs, Charts	Internet, Safe, Unsafe, Safe adults, Stranger, Choices, Website, App, Rules, Online, Private information, Email, Appropriate/inappropriate sites, Cyber-bullying, Digital footprint, Keyword searching, Input, Mouse, Microphone, Keyboard, Journey, Hyperlink, Back button, Information sources, Communication, Website content, Communicate, Software, Record, Speech, Compose

	Computer Science	Information Technology	Digital Literacy and E-Safety
Year 3	Destination, Goal, Sequence instructions, Sequence debugging, Test + improve, Scratch commands	Search, Enquiry, Question, Construct, Contribute, Record data, Present data, Data logger	Password, Protect, Personal, URLs, Collaborate, Appropriate, online communication, Search tools, Appropriate websites, Owner, Website, Private, Public, Contact, Acceptable, Unacceptable, E-safety rules, Secure passwords, Report abuse button, Gaming, Blogs

	Computer Science	Information Technology	Digital Literacy and E-Safety
Year 4	Software, Refine, Command, Error, Type + edit, Scratch, commands, Sensors, Open-ended problems, Bugs in programs	Collection sheet, Database, Analyse, Database, creation, Database searches, Inaccurate data	Website, Private, Public, Contact, Acceptable, Unacceptable, E-safety rules, Secure passwords, Report abuse button, Gaming, Blogs, Podcast, Sound effect, Recording, Digital image, Mood, Idea

	Computer Science	Information Technology	Digital Literacy and E-Safety
Year 5	Control, Explore procedures, Refine procedures, Variable, Hardware + software control, Change inputs, Different outputs, Articulate solutions	Data collection, Interrogate, Search, Sort, Graph, Spreadsheets, Complex searches (and/or: </>), Problem solving, Present answers, Analyse information, Question data	Consequence, Report, Social media, Concerns, Responsible online communication, Informed choices, Virus threats, Messaging Search, Search engine, Accuracy, Connected, networks, Computing devices, Internet parts, Collaboration, Responsibility, Searching strategies, Webpages

	Computer Science	Information Technology	Digital Literacy and E-Safety
Year 6	Design, Build, Evaluate, Modify, Purpose, Predict outputs, Plan, program, test & review a program, Program writing, Control mimics + devices, Sensors, Measure input, Create variables, Link errors	Accuracy, Spreadsheets, Wider world, Generate, Process, Interpret, Store, Present information, Plausibility, Appropriate data tool, Investigations	Check, Compare, Evaluate, Outcome, Information movement, Connecting devices, Different audiences, Research strategies, Search result rankings, Acknowledge resources