St Augustine's Computing Vocabulary Progression Reception – Yr6

Computing is often split into 3 different categories: Digital Literacy (E-Safety), Computer Science and InformationTechnology (inc Multimedia & Data Handling). Below is the vocabulary progression from Reception until Year 6 alongside the programmes of study.

Digital Literacy (E-safety) **At the end of Key Stage 1 children can:** use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.			Digital Literacy (E-safety) **At the end of Key Stage 2 children can:** use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	
Reception	**Year 1**	**Year 2**	**Year 3 and Year 4**	**Year 5 and Year 6**
Choices Internet Website	Rules Online Private information Email	Appropriate/ inappropriate sites Cyber-bullying Digital footprint Keyword searching	E-safety rules Secure passwords Report abuse button Gaming Blogs	Responsible online communication Informed choices Virus threats Blogs Messaging

Computer Science	Computer Science
At the end of Key Stage 1 children can:	**At the end of Key Stage 2 children can:**
understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions create and debug simple programs use logical reasoning to predict the behaviour of simple programs	design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts use sequence, selection, and repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Equipment Buttons Movement	Instructions Buttons Robots Patterns Program Algorithm	Forward Backward Right-angle turn Algorithm Sequence Debug Predict	Sequence instructions Sequence debugging Test + improve Logo commands Sequence programming	Type + edit logo commands Sensors Open-ended problems Bugs in programs Complex programming	Explore procedures Refine procedures Variable Hardware + software control Change inputs Different outputs Articulate solutions Commands	Predicting outputs Plan, program, test & review a program Program writing Control mimics + devices Sensors Measure input Create variables Link errors

Information Technology inc Data Handling in red and Multimedia in green	Information Technology inc Data Handling in red and Multimedia in green
At the end of Key Stage 1 children can: use technology purposefully to create, organise, store, manipulate and retrieve digital content recognise common uses of information technology beyond school	**At the end of Key Stage 2 children can:** understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Technology Share Create Internet Collect Set of photos Count Organise Store Screen Mouse Images Keyboard Paint	Purpose Online tools Communicate Photographs Video Sound Data Pictogram Digitally Videos Camera stills Sounds Image bank Word bank Space bar	Information sources Communication Purposes Website content Capturing moments Magnified images Questions Data collection Graphs Charts Save Retrieve Manipulate Paint effects Templates Animation Documents Index finger typing Enter/return Caps lock Backspace	School network Devices Computer parts Collaborate Appropriate online communication Search tools Appropriate websites Owner Questioning Database Construct Contribute Recording data Data logger Present data Multimedia Presentations Alignment Brush size Repeats Reflections Green screening Amend	Different networks Information collection Reliability Owners Database creation Database searches Inaccurate data Creating + modifying Specific purpose Photo modifying Keyboard shortcuts Bullet points Spell check Constructive feedback	Computing devices Internet parts Collaboration Responsibility Searching strategies Webpages Spreadsheets Complex searches (and/or: </>) Problem solving Present answers Analyse information Question data Interpret Online sharing Multimedia effects Multimedia modification Transitions Hyperlinks Editing tools Refining Online sharing	Information movement Connecting devices Different audiences Research strategies Search result rankings Acknowledge resources Generate Process Interpret Store Present information Plausibility Appropriate data tool Interrogate Investigations Appropriate online tools Audience Atmosphere Structure Copyright Information collection HTML code Storing

			Copy/Paste			