Welbourne Primary Academy Computing Curriculum Key Vocabulary

Computer Science, Digital Literacy and Information Technology

	Computing systems and networks	Creating Media	Creating Media	Data and Information	Programming A	Programming B
Year 1	**Technology Around US** Computer Technology Keyboard Mouse Edit	**Digital Painting** Paint Brush Image Tool Fill Save Open Digital	**Digital writing** Edit Backspace Undo Select	**Grouping data** Data Attribute Properties information	**Moving a robot** Command Device Outcome Run Sequence	**Introduction to animation** Recall Predict Command Button Device Program
Year 2	**IT around us** Computer Information Technology	**Digital photography** Digital photograph Landscape Portrait Composition Light zoom	**Making music** Music Patterns Create Review Musical effects	**Pictograms** Tally chart Data Attributes Comparison heading	**Robot algorithms** Sequence Instructions Program Predication Device debug	**An introduction to quizzes** Prediction program
Year 3	**Connecting computers** Input Output Network Process wireless	**Animation** Sequence Images Storyboard Onion skinning Frames media	**Desktop publishing** Landscape Portrait Orientation Place holder DTP Rotate Review	**Branching data bases** Yes/No Data Branching database pictogram	**Sequence in music** Input Commands Program Output	**Events and actions** Sequence Program Command Output

Year 4	The Internet	Audio editing	Photo editing	Data logging	Repetition in shapes	Repetition in games
	Network Internet Security Unreliable WWW	Recorded Audio Edited Wave form volume	Manipulate Open retrieve Composition Filter border	Table of data Input Output Data logger Format	Table of data Input Output Data logger Format	Table of data Input Output Data logger Format
Year 5	Sharing information System Connect Transferred Packets Internet media	Vector drawing Vector Group Delete Modify reposition	Video editing Camera angles Pan tilt zoom Storyboard Application editing	Flat file database Database Flat -file Question Representation	Selection in physical computing True/False Control loop If…then instruction	Selection in quizzes Conditional statement Outcome True or false Sequence Repetition
Year 6	Communication Search engine Web crawler	3D modelling 3D objects Duplicate 2D Select Delete Group Virtual Real	Webpage creation HTML Hyperlink Copyright Media	Spreadsheets Data Function Cell Question	Variables in games Variable Program Value Integer String	Sensing Program Value Integer String