

## Yeadon Westfield Junior School – Computing Key Vocabulary

Y3/4 Cycle A	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	<p style="text-align: center;"><b>3.3 Programming A - Sequencing sounds</b></p> <p><b>L1:</b> Scratch, programming, blocks, commands, code, sprite <b>L2:</b> motion, turn, point in direction, go to, glide <b>L3:</b> sequence, event, task, design, run the code <b>L4:</b> order, note, chord <b>L5:</b> stage, costume, backdrop <b>L6:</b> algorithm, bug, debug</p>	<p style="text-align: center;"><b>3.4 Data and Information - Branching databases</b></p> <p><b>L1:</b> attribute, value, table <b>L2:</b> branching, database, equal, even, separate <b>L3:</b> questions, objects <b>L4:</b> structure, compare, order, organise <b>L5:</b> selecting <b>L6:</b> decision tree.</p>	<p style="text-align: center;"><b>4.6 Programming A - Repetition in games</b></p> <p><b>L1:</b> Scratch, programming, sprite, blocks, code, loop, repeat, value <b>L2:</b> infinite loop, count-controlled loop, costume <b>L3:</b> repetition, forever, animate, event block, duplicate <b>L4:</b> modify, design <b>L5:</b> algorithm <b>L6:</b> debug, refine, evaluate</p>	<p style="text-align: center;"><b>4.2 Creating Media - Audio Production</b></p> <p><b>L1:</b> audio, microphone, speakers, headphones, input device, output device <b>L2:</b> podcast, edit, trim, align <b>L3:</b> sound, layer, import, host, engineer <b>L4:</b> audio engineer, selection, record, playback, waveform <b>L5:</b> load, MP3, save <b>L6:</b> export, editing, evaluate, feedback</p>	<p style="text-align: center;"><b>4.5 Creating Media - Photo editing</b></p> <p><b>L1:</b> image, edit, digital, rotate, undo <b>L2:</b> adjustments, effects, hue, saturation, sepia <b>L3:</b> retouch, clone <b>L4:</b> select, copy, paste, combine <b>L5:</b> composite, alter, background, foreground <b>L6:</b> rotate, crop, zoom, font</p>	<p style="text-align: center;"><b>4.4 Data and Information - Data logging</b></p> <p><b>L1:</b> data, table, layout <b>L2:</b> data logger, input device, sensor <b>L3:</b> logging, data point, interval <b>L4:</b> analyse, dataset, import, export <b>L5:</b> data, logged, collection <b>L6:</b> analyse, review, conclusion</p>

Y5/6 Cycle A	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	<p><b>5.6 Programming B - Selection in quizzes</b></p> <p><b>L1:</b> programming, count-controlled loop  <b>L2:</b> condition, conditional Statement  <b>L3:</b> question, true, false  <b>L4:</b> outcomes, program  <b>L5:</b> algorithm, selection  <b>L6:</b> debug, evaluate, constructive</p>	<p><b>5.4 Data and Information - Flat-file databases</b></p> <p><b>L1:</b> database, data, record  <b>L2:</b> information, field  <b>L3:</b> group, sort, order  <b>L4:</b> value, criteria  <b>L5:</b> axis, compare, filter  <b>L6:</b> chart, graph, presentation</p>	<p><b>6.5 Creating Media – 3D Modelling</b></p> <p><b>L1:</b> TinkerCAD, 2D, 3D, shapes, select, move, perspective, view  <b>L2:</b> handles, resize, lift, lower, recolour  <b>L3:</b> rotate, duplicate, group  <b>L4:</b> cylinder, placeholder, hollow  <b>L5:</b> choose, combine  <b>L6:</b> construct, evaluate, modify.</p>	<p><b>6.6 Programming – Sensing movement</b></p> <p><b>L1:</b> Micro:bit, MakeCode, input, process, output, flashing, USB, trace  <b>L2:</b> selection, condition, if then else, variable, random  <b>L3:</b> sensing, accelerometer, value  <b>L4:</b> compass, direction, navigation  <b>L5:</b> design, task, algorithm, step counter  <b>L6:</b> plan, create, code, test, Debug</p>	<p><b>6.2 Creating media – Webpage creation</b></p> <p><b>L1:</b> website, web page, browser, media, Hypertext Markup Language (HTML)  <b>L2:</b> logo, layout, header, purpose  <b>L3:</b> copyright, fair use  <b>L4:</b> home page, preview, device, Google Sites,  <b>L5:</b> hyperlink, subpage, navigation  <b>L6:</b> implication, external link, embed</p>	<p><b>6.4 Data and Information – Intro to spreadsheets</b></p> <p><b>L1:</b> data, collecting, table, structure, spreadsheet  <b>L2:</b> cell, cell reference, item, format  <b>L3:</b> formula, calculation, input, output  <b>L4:</b> calculate, operation, range, duplicate  <b>L5:</b> question, data set, organised  <b>L6:</b> chart, results, comparison, software, tools</p>

Y3/4 Cycle B	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	<p data-bbox="510 272 696 443"><b>3.1 Computing systems and networks – Connecting computers</b></p> <p data-bbox="477 523 730 1054"> <b>L1:</b> secure password, cyber attack  <b>L2:</b> digital device, input, process, output  <b>L3:</b> program, digital, non-digital  <b>L4:</b> connection, network, network switch  <b>L5:</b> server, wireless access point  <b>L6:</b> network cables, network sockets </p>	<p data-bbox="786 272 972 475"><b>4.1 Computing systems and networks – Connecting Computers: The internet</b></p> <p data-bbox="752 523 1005 1161"> <b>L1:</b> internet, network, router, network security  <b>L2:</b> network switch, server, wireless access point (WAP)  <b>L3:</b> website, web page, web address, web browser,  <b>L4:</b> World Wide Web, content, links  <b>L5:</b> download, sharing, ownership, permission,  <b>L6:</b> accurate, adverts </p>	<p data-bbox="1039 272 1263 368"><b>3.2 Creating Media – Stop frame animation</b></p> <p data-bbox="1028 523 1252 948"> <b>L1:</b> animation, flip book  <b>L2:</b> stop-Frame animation, frame, sequence  <b>L3:</b> onion skinning  <b>L4:</b> consistency  <b>L5:</b> evaluation, delete  <b>L6:</b> media, import, transition </p>	<p data-bbox="1314 272 1538 368"><b>3.6 Programming B - Events and actions in programs</b></p> <p data-bbox="1303 523 1527 874"> <b>L1:</b> sprite, algorithm  <b>L2:</b> move, Resize  <b>L3:</b> extension block, pen up, set up  <b>L4:</b> pen, event  <b>L5:</b> debugging, errors  <b>L6:</b> code, actions. </p>	<p data-bbox="1590 272 1814 368"><b>3.5 Creating Media - Desktop publishing</b></p> <p data-bbox="1579 523 1825 799"> <b>L1:</b> text, images  <b>L2:</b> font, font style  <b>L3:</b> landscape, portrait, orientation  <b>L4:</b> desktop publishing  <b>L5:</b> layout, purpose  <b>L6:</b> benefits. </p>	<p data-bbox="1865 272 2089 368"><b>4.3 Programming A - Repetition in shapes</b></p> <p data-bbox="1854 523 2101 986"> <b>L1:</b> program, commands, code Snippet  <b>L2:</b> algorithm, design, debug  <b>L3:</b> pattern, repeat, Repetition  <b>L4:</b> count-controlled loop, true, value  <b>L5:</b> decompose, procedure  <b>L6:</b> count-controlled loop, debug </p>

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	<p><b>5.1 Computing systems and networks - Systems and searching</b></p> <p><b>L1:</b> system, connection, digital  <b>L2:</b> input, process, output  <b>L3:</b> search, search engine, refine  <b>L4:</b> index, crawler, bot, search engine  <b>L5:</b> ordering, ranking, algorithm  <b>L6:</b> web crawler, content creator</p>	<p><b>6.1 Computing systems and networks – Communication and Collaboration</b></p> <p><b>L1:</b> IP address (Internet Protocol) address, Domain Name Server (DNS)  <b>L2:</b> packet, header, payload  <b>L3:</b> chat, explore, slide deck  <b>L4:</b> reuse, remix, collaboration  <b>L5:</b> communication, Internet  <b>L6:</b> public, private</p>	<p><b>5.5 Creating Media - Vector Drawing</b></p> <p><b>L1:</b> vector, drawing tools  <b>L2:</b> resize, duplicate/copy  <b>L3:</b> zoom, rotate  <b>L4:</b> layer, object  <b>L5:</b> group, ungroup  <b>L6:</b> reflection</p>	<p><b>5.3 Programming A – Selection in physical computing</b></p> <p><b>L1:</b> microcontroller, Components  <b>L2:</b> motor, output component  <b>L3:</b> LED, condition  <b>L4:</b> input, output, selection  <b>L5:</b> condition, action  <b>L6:</b> repetition</p>	<p><b>5.2 Creating Media - Video Editing</b></p> <p><b>L1:</b> video, talking Head  <b>L2:</b> close up, mid-range, long shot  <b>L3:</b> static camera, zoom, pan, tilt  <b>L4:</b> filming, review  <b>L5:</b> trim, edit, reshoot  <b>L6:</b> export, reorder</p>	<p><b>6.3 Programming – Variables in games</b></p> <p><b>L1:</b> variable, Value  <b>L2:</b> set, change  <b>L3:</b> design, event  <b>L4:</b> algorithm, code  <b>L5:</b> debug, prototype  <b>L6:</b> evaluate, share</p>