

KAPSH Computing Vocabulary Progression Reception – Yr6

Computing is split into 5 different categories: **E-Safety**, **Programming**, **Multimedia**, **Technology in Our Lives** and **Data Handling**. Below is the vocabulary progression from Reception until they leave us in Year 6.

Digital Literacy						
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
Programming and Algorithms						
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Equipment Buttons Movement	Instructions Buttons Robots Patterns Program	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
Multimedia						
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Screen Mouse Images Keyboard Paint	Videos Camera stills Sounds Image bank Word bank Space bar	Paint effects Templates Animation Documents Index finger typing Enter/return Caps lock Backspace	Multimedia Presentations Alignment Brush size Repeats Reflections Green screening Amend Copy and Paste	Creating + modifying Specific purpose Photo modifying Keyboard shortcuts Bullet points Spell check Constructive feedback	Online sharing Multimedia effects Multimedia modification Transitions Hyperlinks Editing tools Refining Online sharing	Appropriate online tools Audience/Atmosphere Structure Copyright Information collection HTML code Storing

What is a computer?

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Technology Share Create Internet	Purpose Online tools Communicate	Information sources Communication Purposes Website content	School network Devices Computer parts Collaborate Appropriate online communication Search tools Appropriate websites Owner	Different networks Information collection Reliability Owners	Computing devices Internet parts Collaboration Responsibility Searching strategies Webpages	Information movement Connecting devices Different audiences Research strategies Search result rankings Acknowledge resources

Data Handling

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Collect Set of photos Count Organise	Photographs Video Sound Data Pictogram Digitally	Capturing moments Magnified images Questions Data collection Graphs Charts Save Retrieve	Questioning Database Construct Contribute Recording data Data logger Present data	Database creation Database searches Inaccurate data	Spreadsheets Complex searches (and/or: </>) Problem solving Present answers Analyse information Question data Interpret	Generate Process Interpret Store Present information Plausibility Appropriate data tool Interrogate Investigations