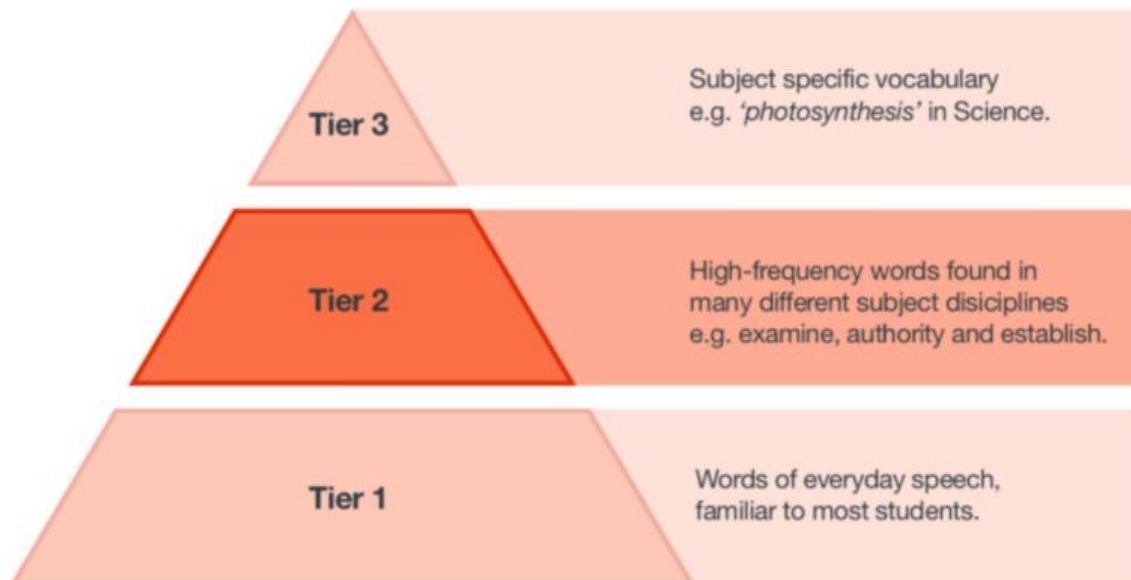


Progression in vocabulary at Benjamin Adlard Primary School

Progression in Vocabulary at Benjamin Adlard Primary School – Computing

- At Benjamin Adlard Primary School we recognise that a large and rich vocabulary is the single most important determinant for academic achievement and success in life. Therefore we need to ensure that appropriate explicit and academic vocabulary is taught across the whole curriculum, and we must never assume that children know some of the vocabulary; ***children do not learn vocabulary automatically therefore explicit teaching of vocabulary is required.***



- **Relevant Tier 3 (subject specific) and Tier 2 (high frequency academic words) words have been specifically selected and are highlighted on all curriculum documents.**
- **Tier 3 words do not require pre-teaching, they are taught, consolidated and retrieved during applicable units of work.**
- **Tier 2 words must be explicitly taught, using the explain and consolidate strategy.**

Explain:

- Say the word carefully. (ask the children to repeat the word)
- Use dual coding – give a picture prompt or action to support understanding of word
- Give a student friendly definition, in the context of the applicable area of the curriculum.
- Give multiple meaningful examples, in the context of the subject been taught.
- If necessary, clarify any misconceptions

Progression in vocabulary at Benjamin Adlard Primary School

	Tier Two (academic vocabulary) and Tier Three (Subject Specific vocabulary)
Nursery	<p>Programming Pull, Turn, Follow, Pattern</p> <p>Computer networks and systems Button, Headphones, Tablet, Phone, TV, Computer, Interactive Whiteboard, Internet</p> <p>Digital photography Photograph, Video, Camera, Paint, Picture</p>
Reception	<p>Computer networks and systems – Exploring Hardware/ Using a Computer Laptop, Mouse, USB stick, System, Fan, Hard Drive, Monitor, Computer tower, Speakers, Mobile phones, Walkie-talkies, Tablet/iPad, Digital camera, Digital clock, Remote control, Electric toothbrush, Record, Flip, Timer, Album, Gallery, Log in, Log out, Cursor, Clicker, Left click, Right Click</p> <p>Programming Beebots Forwards, Backwards, Left, Right, Rotate, Direction, Instruction, Scales</p> <p>Data Handling Sort/ sorting, Organise, Anoubts, Count/ counting, More, Less, Taller, Smaller, Data, Popular, Most, Least, Call, Phone, Mobiles, Tablets, Calculator, Scanner, Till</p>
Year 1	<p>Technology Around Us Identify, Store, Processes, File, Type, Delete, Locate, Responsibly, Safely, Rules, Technology, Screen, Keyboard, Mouse, Base Unit, Trackpad, Cursor, Undo, Text, Device, App</p> <p>Digital Printing Independent, Compare, Similar, Different, Undo, Tools, Portrait, Line, Fill, Eraser, Program</p> <p>Grouping Data Label, Group, Objects, Match, Category, Objects, Property, Similar, Describe, Compare, Most, Least, More than, Less than, True, False</p> <p>Digital writing Create, Shortcut, Style, Compare, Differences, Prefer, Improve, Word processor, Keyboard, Keys, Letters, Type, Numbers, Space, Backspace, Text cursor, Return, Capital letters, Toolbar, Bold, Italic, Underline, Mouse, Select, Font, Undo, Redo, Font, Form, Typing, Writing</p> <p>Moving a robot Instructions, Directions. Command, Plan, Forwards, Backwards, Turn, Clear, Go, Left, Right, Algorithm, Route, Program</p> <p>Programming Animations Compare, Command, Predict, Effect, Change, Value, Instructions, Appropriate, ScratchJr, Bee-Bot, Sprite, Programming, Programming area, Block, joining, Start block, Run, Program, Background, Delete, Reset, Algorithm</p>
Year 2	<p>Computer systems and networks – Information Technology Recognise, Communicate, Demonstrate, Responsibly, Appropriately, Mindful, Information technology, Device, Guides, Barcode, Benefits, Connected</p> <p>Digital photography Capture, Sort, Permission, Position, Subject, Locations, Edit, Combine, Adjust, Final, Filter, Original, Applied, Device, Photograph, Landscape, Portrait, Firmly, Lens, Capture, Frame, Light source, Image, Mosaic</p> <p>Pictograms</p>

Progression in vocabulary at Benjamin Adlard Primary School

	<p>Tally, Data, Total, Attribute, Grouped, Comparing, Suitable, Conclusions, Common, Altogether, Pictogram</p> <p>Making music Pattern, Create, Edit, Planets, Mars, Venus, War, Peace, Quiet, Loud, Emotions, Neptune, Pitch, Tempo, Rhythm, Notes, Pulse, Instrument</p> <p>Robot Algorithm Precise, Direct, Sequence, Commands, Predict, Outcome, Obstacles, Debugging, Test, Decomposition, Clear, Unambiguous, Mat</p> <p>An introduction to quizzes Sequence, Outcome, Command, Quiz, Modify, Change, Sprite, Grow, Shrink, Blocks, Code snippets, Project, Debugging, Start, Project</p>
<p>Year 3</p>	<p>Connecting Computers Connection, Efficient, Input, Output, Digital, Digital connection, Non-digital connection, Switch, Server, Wireless access point Connection, Network</p> <p>Stop Frame Animation Character, Setting, Consistent, Improve, Review, Delete, Import, Stop frame animation, Flip book, Image, Frame, Onion skinning, Image, Storyboard, Media, Text</p> <p>Data Logging Interval, Interpret, Analyse, Conclusion, Input, Output, Layout, Sensor, Decibels, Celsius, Lux, Dataset, logged</p> <p>Sequence in Music Appearance, Programming blocks, Sprite, Backdrop, Run the code, Blocks, Motion, Event, Note, Chord</p> <p>Presentation Skills Branching, PowerPoint, Template, Link, Text box, Title, Theme, Transition, Animation, Slide, Object, Link, Hyperlink, Button, Shape, Action settings, Print, Format, Rotate, Resize, Image, Copy, Paste</p> <p>Events and Actions in Programs Sprite, Motion, Logic, Resize, Duplicate, Project, Extensions, Extension block, Features</p>
<p>Year 4</p>	<p>The Internet Protecting, Honest, Accurate, Sharing, Router, Server, World Wide Web, Website, Web page, Internet, Domain, Copyright, Ownership, Permission, Contents, Adverts, Routing</p> <p>Audio Editing Recorded, Alignment, Download, Steaming, Audio, Microphone, Speakers, Headphone, Waveform, Podcast, Layering, Import, Trim, Playback, Feedback</p> <p>Branching Data Attribute, Values, Branching database, Questions, Equal, Evens, Organised, Branching tree, Structurer, Order, Select, Feedback Existing</p> <p>Photo Editing Adjustments, Effects, Combine, Crop, Snip, Digital image, Rotate, Hue, Saturation, Sepia, Vignette, Retouch, Clone, Zoom, Composite, Alter, Background, Foreground, Font</p> <p>Repetition in Shapes Value, Decompose, Procedure, Code snippet, Logo, Algorithm, Count Controlled, Trace</p> <p>Repetition in Games Refine, CodeLogo, Snippet, Infinite loop, Count controlled loop, Algorithm, Loop, Repetition</p>

Progression in vocabulary at Benjamin Adlard Primary School

Year 5	<p>Sharing Information Selection, Influence, Limitations, Index, Rank, Components, Digital systems, Physical connections, Electronic connections, Computer system, Human elements, Boolean Operator, Search engine, Web Browser, Website, Web page, Address bar, Search engine optimisation, Domains, Web crawler, Creator</p> <p>Video Editing Effectiveness, Range, Techniques, Retrieve, Permission, Fixed, Pan, Frame, Close up, Mid-range, Subject, Storyboard, Script, Tilt, Reshooting, Thumbnail, MP3, Trimming, Portable</p> <p>Flat File Database Alphabetically, Advantage, Limitation, Method, Accuracy, Scenario, Criteria, Database, Record, Field, Population, X axis, Y axis, Filter</p> <p>Vector Drawings Reuse, Reflection, Vector, Toolbar, Drawing tools, Resize, Rotate, Duplicate, Zoom, Select, Align, Layers, Vector drawing, Group, Ungroup, Painted drawings</p> <p>Selection in Physical Computing Condition, Selection, Components, Output device, Count controlled loop, Action, Infinite loop, Microcontroller, Crumble controller, Sparkle, LED, Circuit</p> <p>Selection in Quizzes Selection, Condition, Condition statements, Statement, Question, Answer, Project, Share, Extend</p>
Year 6	<p>Communication and Collaboration Communicate, Collaboration, Reusing, Responsibility, Address, Transferred, Protocols, Domain Name Server, IP address, Protocols, Transferred, Packets, Payload, Header, Private, Public, One-way, Two-way, One-to-one, One-to-many</p> <p>Webpage Creation Navigate, Annotate, Capabilities, Scenario, Implications, Reputable, Hyper Text Markup Language, Language, Menu, Browser, Logo, Format, Copyright, Fair use, Header, Subpage, Hyperlinks</p> <p>Introduction to Spreadsheets Row, Column, Heading, Structure, Duration, Operation, Formula, Sum, Average, Cell reference, Format, Spreadsheet, Function, Budget</p> <p>3D Modeling Perspective, Combine, Criterion, 2D, 3D, View, TinkerCAD, Handles, Lift, Lower, Recolour, Multiple, Placeholder, Hollow</p> <p>Variables in Games Variable, Increase, Decrease, Value, Operator, Assign, Declare, Feedback, Name, Artwork, Algorithm</p> <p>Sensing Movement Variable, Value, Micro: bit, Accelerometer, Algorithm, Controllable device, MakeCode, Program flow, Physical Input, Condition, Operators, Condition, Isolate, Substitute</p>