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| ComputingCycle B | **Sequential and Progressive Vocabulary** |
| Y1&2 | **Autumn****Movers & Shakers** | **Spring****Coastline** | **Summer****Magnificent Monarchs** |
| Units Covered | COMPUTING SYSTEMS & NETWORKS  *To identify technology (Digital Literacy)*  | CREATING MEDIA*Digital painting**(Information Technology)* | CREATING MEDIA *Digital writing* (*Information Technology)* | DATA & INFORMATION *Grouping data* (*Information Technology)* | PROGRAMMING *Moving a robot* *(Computer Science)* | PROGRAMMING*Introduction to animation* *(Computer Science)*  |
| Y1 Tier 2 | safely,  | Piet Mondrian, Henri Matisse, Wassily Kandinsky, George Seurat, Pointillism, | letters, numbers, |  | forwards, backwards, turn, clear, left, right, | start, |
| Y1 Tier 3 | computer, mouse, keyboard, screen, click, spacebar, capital letter, full stop,  | paintbrush, erase, fill, shape tools, fill tool, undo tool, colour, dislike, like | word processor, keyboard, keys, space, toolbar, underline,  | object, label, group, search, colour, shape, less, most, the same | forwards, backwards, turn, clear, go, instructions, left, right, plan, program | Bee-Bot, command, compare, programming, joining, program, background, delete, block, instructions,  |
| Y2Tier 2 | responsibly | Piet Mondrian, Henri Matisse, Wassily Kandinsky, George Seurat, Pointillism, | letters, numbers, |  |  |  |
| Y2Tier 3 | technology, trackpad, drag, input device, shift, | paint program, tool, undo, primary colours, line tool, feelings, brush style, prefer, | backspace, text cursor, Microsoft Word, bold, italic, undo, font, | image, property, value, fewest, data set, | commands, directions, algorithm, route, | ScratchJr, algorithm, reset, predict, effect, change, value, design, sprite, block, programming area, |
| Y3&4 | **Autumn****Invasion** | **Spring****Misty Mountain, Winding River** | **Summer****Ancient Civilisations** |
| Units Covered | COMPUTING SYSTEMS & NETWORKS *Connecting computers (Digital Literacy)*  | CREATING MEDIA*Stop-frame animation (Information Technology)* | CREATING MEDIA *Desktop publishing (Information Technology)* | DATA & INFORMATION *Branching databases**(Information Technology)* | PROGRAMMING *Sequence in music (Computer Science)* | PROGRAMMING *Events and actions (Computer Science)* |
| Y3Tier 2 |  |  | advantages, disadvantages, | attribute, questions, objects, equal, even, separate, order, organise |  | design, errors, test |
| Y3 Tier 3 | digital device, input, output, program, connection, network, server,  | animation, flip book, stop frame, frame, photograph, setting, events, delete, frame, media, import,  | Text, images, font, style, desktop publishing, copy, paste, layout,  | value, table, objects, , j2data, selecting, pictogram, information, questions | Scratch, programming, blocks, commands, code, sprite, costume, stage, backdrop, motion, turn, point in direction, design, run the code, order, note,  | Motion, event, sprite, , move, resize, pen up, set up, setup, |
| Y4Tier 2 |  |  | purpose, benefits | attribute, questions, objects, equal, even, separate, order, organise |  | design, errors, test |
| Y4Tier 3 | process, wireless access point (WAP), network switch, server, | sequence, image, character, onion skinning, consistency, transition | communicate, template, | decision tree, branching databases | go to, glide, event, task, code, chord, algorithm, bug, debug | algorithm, extension block, action, debugging, algorithm, logic |
| Y5&6Cycle A | **Autumn****Maafa** | **Spring****Frozen Kingdoms** | **Summer****Britain at War** |
| Units Covered | COMPUTING SYSTEMS & NETWORKS *Sharing information*  | CREATING MEDIA *Vector drawing (Information Technology)* | CREATING MEDIA *Video editing* *(Information Technology)* | DATA & INFORMATION *Flat-file databases (Information Technology)* | PROGRAMMING *Variables in games (Computer Science)* | PROGRAMMING *Selection in games (Computer Science)* |
| Y5Tier 2 |  |  | Video, audio, soundtrack, YouTuber, | Search, compare, | change, name, | true, false, |
| Y5 Tier 3 | system, connection, digital, input, output, address, packet, chat, explore, reuse,  | Vector, drawing tools, shapes, object, icons, toolbar, move, resize, colour, rotate, duplicate/copy, zoom, select, handles, layers, front, back, copy, paste, group, ungroup,  | recording, storyboard, script, zoom, storage, digital, tape, videographer, video techniques, zoom, content, camera, colour, trim/clip, titles, soundtrack, retake, special effects,  | data, information, record, sort, order, group, value, graph, chart, presentation | Variable, value, set, design, code, task, artwork, program,  | Selection, condition, outcomes, algorithm, program, debug, input, outcomes, test, run, setup, share, evaluate,  |
| Y6Tier 2 |  |  | Video, audio, soundtrack, YouTuber, | Search, compare, | change, name, | question, answer, task, |
| Y6Tier 3 | protocol, slide deck, remix, collaboration, process, | Vector, alignment grid, consistency, modify, reuse, improvement, evaluate, alternatives | dialogue, capture, , AV (audiovisual), pan, tilt, angle, export, end credits, timeline, transitions, reshoot, constructive feedback | Database, field, criteria, axis, filter, | algorithm, project, code, test, debug, improve, evaluate, share | count-controlled loop, conditional statement – the linking together of a condition and outcomes, implement, constructive |