



## Computing Vocabulary

Our progressive vocabulary ladder identifies key vocabulary to be taught from EYFS to year 6. These words are part of a whole host of work aimed at narrowing the vocabulary gap for our children. As a school we aim to expose all children to a broad range of vocabulary and provide them with the skills to use and apply these.

AYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Computer	Application	Algorithm	Computer simulation	Animation	Abstraction	Concept map
Google	Avatar	Attachment	Cyberbully	Augmented Reality	Abusive Users	Digital footprint
Internet	Bug	Coding	Database	Browser	Blog	Flag
iPad	Command	Copyright	Emoticon	Broadcast	Decomposition	Flaming
Keyboard	Communicate	Data	Identity	Computational Thinking	Encryption	HTML
Mobile	Digital	Debug	Input	Computer Virus	Hoax	Inappropriate content
Screen	Email	Device	Network	Cookies	Hyperlinks	Local Area Network (LAN)
Tablet	Instructions	Digital content	Ownership	Copyright	Multimedia	Phishing
Text	Internet	Digital footprint	PEGI rating	Cyberbullying	Online communities	Router
Telephone	Log in	Keyword	Profile	Function	Physical systems	Scams
Television	Notification	Logical	Selection	GIF	Plagiarism	Stereotype
YouTube	Online	Reasoning	Social media	Malware	Platforms	Screengrab
	Password	Navigate	Spoof website	Online social environments	Selection	URL
	Save	Online bullying	Sprite	Output	Wireless	Wide area Network (WAN)
	Technology	Personal Information	Variable	Plagiarism		
	Tools	Program	Webpage	Servers		
	Trusted adult	Search	World Wide Web	Spam		
	Username	Search engine	WWW			
		Spreadsheets				
		Website				

## Year 1

### **Application (App)**

A program (such as a word processor or a spreadsheet) that performs one of the important tasks for which a computer is used.

### **Avatar**

A digital picture to represent someone

**Bug** - A problem in a computer program that stops it working the way it was designed.

### **Command**

A single instruction in a computer program.

### **Communicate**

Talking or messaging someone online

Computer - an electronic device for storing and processing data.

**Digital**- Involving the use of computer technology

### **Email**

A message sent through a computer.

### **Instructions**

Tell the computer to do something

### **Internet**

A global computer network providing a variety of information and communication facilities, consisting of interconnected networks and computers.

### **Log in**

Using a username and password to access a system.

### **Notification**

A system that lets you know if you have something to look at

### **Online**

Connected to a computer

### **Password**

A series of letters, numbers and special characters that is entered after the username to access an online site. In Purple Mash, this can also be a series of pictures.

### **Save**

Store your work as you create something so it can be accessed later.

### **Technology**

Any electronic equipment that can be used with a computer or hand held device

### **Tools**

The area on Purple Mash with the different learning apps

### **Trusted adult**

Someone that you know well like a family member.

### **Username**

A name that is used by a person to access an online site.

## Year 2

### **Algorithm**

A set of instructions to be able to do a task

### **Attachment**

A computer file sent with an email.

### **Coding**

Writing instructions that can be interpreted by a computer to create a program.

### **Copyright**

A law that gives the owner of a work the right to say how other people can use it.

### **Data**

A structured set of numbers, representing digitised text, images, sound or video, which can be processed or transmitted by a computer

### **Debug**

Find mistakes and fix them

### **Device**

A thing made or adapted for a particular purpose, especially a piece of mechanical or electronic equipment.

### **Digital content**

Any media created, edited or viewed on a computer.

### **Digital Footprint**

The information about a person that exists on the Internet

### **Keyword**

A significant word used to find information when researching.

### **Logical reasoning**

Thinking in an ordered way

### **Navigate**

To work your way around a webpage.

### **Online bullying**

Saying or writing things to hurt an individual repeatedly

### **Personal information**

Name, address, date of birth, password

### **Program**

To provide (a computer or other machine) with coded instructions.

### **Search**

Look for information in (in a database or the World Wide Web) using a search engine.

### **Search Engine**

A program that searches for and identifies items on the World Wide Web.

### **Spreadsheet**

A computer program that represents information in a grid of rows and columns

### **Website**

A set of related web pages located under a single domain name.

## Year 3

### **Computer simulation**

A program that models a real-life situation.

### **Cyberbully**

The use of electronic communication to bully someone.

### **Database**

A structured set of data held in a computer, especially one that is accessible in various ways

### **Emoticon**

The use of icons or text to portray mood or facial expression, e.g. :) when happy and :( when sad.

### **Identity**

Who a person is, or the qualities of a person or group that make them different from [or similar to] others

### **Input**

Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.

**Network** Connected devices that make it possible to transfer data using an agreed method ('protocol').

### **Ownership**

The act or right of possessing something.

### **PEGI rating**

A rating that shows what age a game is suitable for.

### **Profile**

Often social media sites will allow users to create their own personal profiles which others can see.

### **Selection**

This is a conditional/decision command. When selection is used, a program will choose a different outcome depending on a condition.

### **Social media**

Websites and applications that enable users to create and share content or to participate in social networking.

### **Spoof website**

A website that uses dishonest designs to trick users into thinking that it represents the truth.

### **Sprite**

A computer graphic which may be moved on-screen.

### **Variable**

A named area in computer memory. A variable has a name and a value. The program can change this variable value

### **Webpage**

A page online that makes up one screen of a website.

### **World Wide Web (WWW)**

An information system on the Internet which allows documents to be connected to other documents by hypertext links, enabling the user to search for information by moving from one document to another.

## Year 4

### **Animation**

Creating an illusion of movement.

### **Augmented Reality (AR)**

AR refers to a simple combination of real and virtual (computer-generated) worlds

### **Browser**

A computer program used to access the World Wide Web.

### **Broadcast**

Transmit (a programme or some information) by television or radio.

### **Computational Thinking**

An analytical approach to 'problem' solving (involving abstraction, decomposition, logical thinking, pattern, evaluation, generalisation)

### **Computer Virus**

A piece of code which can copy itself and typically has a damaging effect on the device, such as corrupting the system or destroying data.

### **Cookies**

A small amount of data generated by a website and saved by a web browser. Its purpose is to remember information about the user.

### **Copyright**

When the rights to something belong to a specific person.

### **Cyberbullying**

The use of electronic communication to bully someone.

### **Function**

A function is a collection of commands grouped together and given a name. The set of commands can then be run with just the name of the function whenever that set is needed

### **GIF**

Image files that supports both animated and static images.

### **Malware**

Software that is specifically designed to disrupt, damage, or gain unauthorized access to a computer system.

### **Online social environments**

A place on an online platform which people use to build social network, through use of different apps.

### **Output**

The information produced by a computer system for its user, typically on a screen, through speakers or on a printer, but possibly through the control of motors in physical systems. Also an action performed by the computer e.g. switching on a light, moving a turtle or sprite across the screen.

### **Plagiarism**

When you use someone else's words or ideas and pass them off as your own.

### **Spam**

Messages sent over the Internet, typically to many users, for the purposes of advertising, phishing or spreading malware

### **Web server**

A computer connected to the Internet that provides access to (hosts) websites

## Year 5

### **Abstraction**

Taking the detail out of a 'problem' to make it easier to solve.

### **Abusive Users**

Hurting someone emotionally or mentally

### **Blog**

A regularly updated website or web page, typically one run by an individual or small group, that is written in an informal or conversational style.

### **Decomposition**

Splitting things into smaller parts.

### **Encryption**

The process of converting information or data into a code, especially to prevent unauthorized access.

### **Hoax**

A malicious or humorous deception

### **Hyperlinks**

A link from a hypertext document to another location, activated by clicking on a highlighted word or image.

### **Multimedia**

A combination of different content types such as text, audio, still images, animation and video.

### **Online communities**

A group of people with common interests who use the Internet (web sites, email, instant messaging, etc.) to communicate, work together and pursue their interests over time.

### **Physical systems**

Interactive systems that can sense and respond to the world around them

### **Plagiarism**

The practice of taking someone else's work or ideas and passing them off as one's own.

### **Platforms**

A range of services available on the Internet including marketplaces, search engines and social media.

### **Selection**

A way in computer programs to make choices (e.g. IF..THEN)

### **Wireless (wifi)**

Devices that are connected without wires or cables. They communicate via radio waves.

## Year 6

### **Concept map**

A tool for organising and representing knowledge. They form a web of ideas which are all interconnected.

### **Digital footprint**

The information about a person that exists on the Internet as a result of their online activity.

### **Flag**

Mention it so that people know about it.

### **Flaming**

Flaming is the act of posting or sending offensive messages over the Internet. These messages, called "flames," may be posted within online discussion forums, or sent via instant messaging programs.

### **HTML**

Hyper Text Markup Language: the 'code' used to create and lay out web pages.

### **Inappropriate content**

Material that is harmful to minors.

### **Local Area Network (LAN)**

A computer network that links devices within a building or group of adjacent buildings, especially one with a radius of less than 1 km.

### **Phishing**

A form of Internet fraud that aims to steal valuable information such as credit card details, usernames and passwords.

### **Router**

A device which can be either wired or wireless and is used to connect devices to the internet.

### **Scams**

Fraudulent online business scheme

### **Stereotype**

A widely held but fixed and oversimplified image or idea of a particular type of person or thing.

### **Screengrab**

An image that you create by capturing and copying part or all of a television or computer display at a particular moment.

### **URL**

The address of a World Wide Web page.

### **Wide area Network (WAN)**

A computer network in which the computers connected may be far apart, generally having a radius of more than 1 km.