Computing Vocabulary Overview – 2025/2026

IMPLEMENTATION	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Foundation	Nursery rhyme coding			Animal safari	Robots	
	Order Predict / Guess Computer Sequence Algorithm Screen Technology App / Application Robot			Photograph Computer QR Code Microphone Keyboard Photograph Camera Delete Space bar	Sequence Algorithm Device Screen Programmable Toy Control Interactive Instructions Internet Google	
	Device Order Guess Robot App/Application			Photograph Camera Delete Space bar Information	Sequence Instructions Control Internet	
Year 1	My Online life		What is a computer?		Minibeasts	
	Selfie Online Text/email Communication Internet / Web Trusted Adult Tablet / iPad Share Password		Algorithm Sprite Loop (repeat) Bug (debugging) Website Program Save / Share Hard Drive		Sort Online Search Insert Format Illustration Research Video	
	Online Text/email		Loop (repeat) Bug		Label Online Search	

	Trusted Adult Tablet/iPad		Website Save/Share		Insert Research Video	
Year 2	Online buddies	Book creator		Code a story	Presenting and typing	
	Reputation Interact Risks Private Profile Copyright Post Trust Username / password	???		Algorithm Screenshot Program Bug (debugging) Save / Share Instructions Text Command Sequence	Animation Powerpoint Edit Delete Text Presentation Font Title Page	
	Risks Trust Fake Copyright			Screenshot Record Command Loop	Animation Delete Load Font	
Year 3	My Online life			Be digitally awesome		Dancing robots
	Secure Personal Information Opinion / Fact Digital Footprint Privacy Social Media Address Online Identity			File Folder GigaByte/MegaByte Browsers Presentation Word Processing Multimedia Hyperlink		Flow Diagram Background Sprite Bugs Sequencing Website Command Algorithm Screenshot Input / Output
	Opinion/ Fact Digital Footprint Privacy Social media			Browser Bookmark Word Processing Shortcut		Sprite Bugs Command Sequencing

Year 4	My Online Life		Game designer		Endangered animals	
	Online Account Profile Trust Fake / False Digital Footprint Search Engine Social Media Internet / URL / Web Address Artificial Intelligence (AI)		Video game Hardware/Software Designer / Developer Command Block Age Rating - PEGI Graphic Upload Variable Value		Download Copyright Digital Device Video (Editing) Audio Media / Digital Media Computer Generated Browser Save/export	
	Stranger Web address Online account Profile		Age rating Upload Software Graphic		Save/export Download Copyright Media	
Year 5		My Online Life		Making AR games		Becoming a webdesigner
		Screen-time Mis-information Username & Password Fake / False News Digital Footprint Privacy Social Media Dis-information Copyright		Copyright Formatting Augmented Reality (AR) Interactivity Transparent / Opacity Influencer Virtual Reality Export / Import Review		IP address Plagiarism Internet Service Provider Web Browser Hyperlink Network Site Map Permission
		Screen-time Fake/False news Search engine		Augmented Reality (AR) Interactivity Influencer Virtual Reality		Internet service Hyperlink Permission Provider
Year 6	My Online Life		Crossy road - Coding			Money & spreadsheets

	Online Bullying Copyright Self Image Identity Risks Profile Password Private Empathy		Code / Coding Debugging Decomposition Bugs Sequencing Variable Statement Command Algorithm Input / Output			Digital Media Data Graphics Row & Column Spreadsheet Upload Contactless Cell Tools Formula
	Self image Trust Empathy Reputation		Decomposition Debugging Input/ Output Variable			Cell Formula Row & Column Data
IMPACT	Within Computing we encourage a creative and collaborative environment in which pupils can learn to express and challenge themselves. The success of the curriculum itself will be assessed via the analysis of yearly progress data, conducting regular pupil voice sessions, lesson observations and skills audits. This will then inform future adaptions of the schemes of work and help to ensure that progression is evident throughout school. In order to demonstrate that we have accomplished our aims, pupils at Lilleshall Primary School should: ➢ Be enthusiastic and confident in their approach towards Computing. ➢ Present as competent and adaptable 'Computational Thinkers' who are able to use identified concepts and approaches in all areas of their learning. ➢ Be able to identify the source of problems and work with perseverance to 'debug' them. ➢ Create and evaluate their own project work. ➢ Have a secure understanding of the positive applications and specific risks associated with a broad range of digital technology. ➢ Transition to secondary school with a keen interest in the continued learning of this subject.					
Unicef Articles	**12. respect for children's views** **13. Sharing thoughts freely** **17. Access to information** **28. Access to education**					