

**Computing Vocabulary**  
Vocabulary children should use:

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>COMPUTER SCIENCE</b>	computer control digital electronic game home instruction keyboard mouse remote school screen smartphone tablet technology touch use	aim algorithm app command debug device fix function instruction objective problem program programmable programming sequence solution solve step symbol task test	animation code detect error hardware logic logical pixel precise reason rules sequential software specific sprite	block language computational thinking controlled expected impact input inputting interaction outcome output pattern random reasoned reasoning repeat repeating result unexpected user variable	condition conditional conditions decibel dependent GPS - global positioning system independent light motion prioritise priority proximity repetition selection sensor simulate	decomposition server	generalisation response
<b>INFORMATION TECHNOLOGY</b>	click enter information internet link offline online password search select user user name	access collate content copy data delete edit file folder hyperlink paste recover	blog browser email hardware media medium publishing slideshow software spreadsheet video conference window	autocomplete chart data html - hypertext markup language http - hypertext transfer protocol index Internet service provider (ITP) IP address network	collaboration collect communication filters global hub local area network (LAN) organise packet web server	accuracy accurate analyse assumption Boolean cascading style sheets field file transfer protocol reliability reliable	bias components evaluate interrelated optimise protocol system usage

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Vocabulary children should use:

	view web page website world wide web	resources retrieve save sort store wired wireless	word processor	numerical plan presentation rank relevance search engine shoot tools uniform resource locator (URL)	wide area network (WAN)	rights strings	
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