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| **EYFS** |
|  | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| **EYFS** | Our rules for being safe | Things we see – using Smartie the Penguin  | Internet safety day keeping personal information safe/inappropriate contact – little bird’s internet security adventure app | Technology around us – positive use of the web | Sharing information – possible resource – Websters email | Misleading content/ reporting Penguinpig  |
| **Substantive****Vocabulary** | Computer, iPad, tablet, App, button, mouse, screen, keyboard,Google, internet, sequence, instructions, search, safety, online, password, | Google, information, control, instruction, internet, robot, save, sequence, instructions, Tablet, software, keys, spacebar, backspaceMedia, images, sounds, video | Google, internet, sequence, instructions, search, safety, online, password,Images, record, playback, sounds | Google, information, control, instruction, internet, robot, save, sequence, instructions, search, safety, online, password, Software, command, control | Computer, iPad, tablet, App, button, mouse, screen, keyboard, Google, information, control, instruction, internet, robot, save, sequence, instructions, search, safety, online, password, Design, create, evaluate, algorithms | Computer, iPad, tablet, App, button, mouse, screen, keyboard, Google, information, control, instruction, internet, robot, save, sequence, instructions, search, safety, online, password,Mouse, keyboard |

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| **KS1** |
|  | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| **Year 1** | Computer Systems and Network: Technology Around Us | Creating Media: Digital Painting | Programming A: Moving Robot | Data Information: Grouping Data | Creating Media: Digital Writing | Programming B: Programming Animations |
| **Substantive****Vocabulary** | Technology, computer, screen, spacebar, mouse, keyboard, safely, click, drag, responsibly | Tools, Erase, fill, undo, primary colours, shape tools, line tool, brush style, pointillism | Bee-Bot, forwards, backwards, turn, clear, go, commands, instructions, directions, plan, algorithm, programme, route | The same, object, label, group, search, image, properties, colour, size, shape, value, data, more, less, most, fewest, lease | Word processor, font, keys, numbers, space bar, backspace, select, text, italic, shift, cursor, toolbar, underline Bold | Command, sprite, compare, programming area, block, joining, start block, run, background, delete, reset, predict, effect, change, value, instructions, design |
| **Year 2** | Computer Systems and Network: IT Around Us | Creating Media: Digital Photography | Programming A: Robot Algorithms | Data Information: Pictograms | Creating Media: Digital Media | Programming B: Programming Quizzes |
| **Substantive****Vocabulary** | Information technology, computer, barcode, scan | Device, capture, image, digital, landscape, portrait, field of view, narrow, wide, format, framing, focal point, subject matter, compose, natural/artificial lighting, flash, focus, background/foreground, editing, tools, filter, changed, real | Instruction, sequence, clear, order, command, prediction, design, route, debugging | Organise, tally chart, votes, total, pictogram, enter, compare, count, explain, attribute, difference, most/least popular, conclusion, block diagram | Music, quiet, ;oud, feelings, emotions, pattern, rhythm, pulse/beat, pitch, tempo, notes, instrument, create, open, edit, | Start, outcome, predict, block, actions, change, build, match, compare, evaluate |

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| **LKS2** |
|  | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| **Year 3** | Computer Systems and Network: Connecting Computers | Creating Media: Stop-frame Animations | Programming A: Sequencing sounds | Data Information: Branching Databases | Creating Media: Desktop publishing | Programming B: Event and Action in Programs |
| **Substantive****Vocabulary** | Digital device, input, output, process, program, connection, network | Animation, flip books, stop-frame animation, frame, sequence, image, photograph, setting, character, events, onion skinning, media, import, transition | Programming, scratch, blocks, code, sprite, costume, stage, backdrop, motion, point in direction, go to, event, task, run the code, order, note, chord, bug | Attribute, value, questions, table, objects, branching database, equal, even, separate, structure, compare, order, organise, selecting, information, decision tree | Desktop publishing, text, images, font style, template, orientation, place holder, copy, paste, layout, purpose | Motion, event, logic, move, resize, extension block, pen, action, errors, test |
| **Year 4** | Computer Systems and Network: The Internet | Creating Media: Audio Production | Programming A: Repetition in Shapes | Data Information: Data Logging | Creating Media: Photo Editing | Programming B: Repetition in Games |
| **Substantive****Vocabulary** | Network, router, network security, network switch, server, wireless access point (WAP), browser, world wide web, content, links, files, download, sharing, ownership, permission, information | Audio, record, playback, input, output, sound, podcast, selection, mixing, time shift, export, sound file | Commands, codes snippet, pattern, repetition, repeat, value, trace, decompose, procedure | Input device, sensor, data logger, logging, data point, interval, analyse, data set, import, export, logged, collection, review, conclusion | Arrange, digital, crop, undo, copyright, composition, pixels, rotate, flip, effects, hue/saturation, sepia, illustrator, vignette, retouch, clone, recolour, sharpen, brighten, composite, cut, copy, paste, original, border, layer | Loop, repeat, value, forever, count-controlled loop, animate, event block, duplicate, modify, refine |

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| **UKS2** |
|  | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| **Year 5**  | Computer Systems and Network: Systems and Searching | Creating Media: Video Production | Programming A: Selection in Physical Computing | Data Information: Flat-file Database | Creating Media: Introduction to Vector Graphs | Programming B: Selection Quizzes |
| **Substantive****Vocabulary** | System, connection, digital, input, process, output, protocol, address, chat, collaboration, IP address | Video, audio, recording, storyboard, script, soundtrack, dialogue, capture, zoom, Audio Visual (AV), videographer, zoom, pan, tilt, angle, lighting, setting, export, split, trim/clip, titles, timeline, transitions, content, retake, special effects, title screen, end credits | Components, connect, infinite loop, output device, motor, condition, input, action, selections | Database, record, field, sort, order, group, value, criteria, graph, chart, axis, compare, filter | Vector, drawing tools, icons, toolbar, vector drawing, move, resize, rotate, duplicate/copy, organise, zoom, select, alignment grid, handles, consistency, modify, layers, object, paste, group, ungroup, reuse, improvement, alternative | Selection, condition, true, false, count controlled loop, outcomes, conditional statement |
| **Year 6**  | Computer Systems and Network: Communication and Collaboration | Creating Media: Web Page Creation | Programming A: Variables in Games | Data Information: Introduction to Spreadsheet | Creating Media: 3D Modelling | Programming B: Sensing Movement |
| **Substantive****Vocabulary** | Search engine, refine, index, web crawler, ranking, links, searching, selection, communication, public, private, SMS, blog, World Wide Web | Web page, website, browser, media, hypertext markup language (html) logo, layout, header, purpose, copyright, homepage, preview, navigation | Variable, change, name, value, set, design, event, code, task, test, motion, callout | Spreadsheet, data heading, cells, data, columns, rows, data format, common attribute, formula, calculation, cell reference, operation, range, graph, chart, evaluate, result, comparison | Modelling, three-dimensional, workspace, faces, vertices, edges, handles, resize, position, hole, design, modify | Programming, if..then..else…variable, random, direction, navigation, motion sensor, input, output, motor, alarm, signal |

**\* Some vocabulary will be deliberately recurring ‘sticky terms’. Some will be deliberately progressive or subject specific; this list is never exhaustive just a core starting point and should be open to addition throughout the study.**