

Core Vocabulary Progression: Computing

Below are the core vocabulary lists for computing.

They give examples of the subject specific vocabulary that children will use and become familiar with during each key stage, reflecting their increasing knowledge, breadth and depth of experience and can be used across a range of topic areas. They are not intended to be used to test pupils but give an indication of the language and terms used by staff in lessons and across units of learning to broaden vocabulary and understanding.

EYFS	YEARS 1 & 2	YEARS 3 & 4	YEARS 5 & 6
app – an application or program that can be used on device. computer – an electronic device used for storing and using information. device – an object designed to do a certain job, especially one that is powered by electricity. image – another word for a picture, especially one stored on a computer. text – written words on a page or screen.	algorithm – a clear step-by-step process or set of rules to complete a given task, not necessarily on a computer. (<i>National Curriculum</i>) anonymous – describing a person whose name or identity we do not know. browser – an application that lets us visit websites by typing in addresses. computing – any activity that uses computers to manage, process and communicate information. data – information that can be stored and transmitted by a computer in the form of text, images, sound or video. debug – to detect and correct the errors in a computer program. file – data stored in a computer's memory, with a name to identify it. online – being connected to a network, especially the Internet. program – one or more algorithms that are followed by a computer to complete a given task. (<i>National Curriculum</i>) save – store data in a computer, often as a file, so it can be used again later. search engine – a system that is designed to search for information on the Internet (for example Google). sequence – to place programming instructions in order, with each executed one after the other. symbol – a mark or character that represents an instruction or command.	application – another word for a piece of software designed for a particular purpose. Can be shortened to 'app'. branching database – a way of classifying a group of objects by considering their similarities and differences. chatbot – a computer program that can talk to people, often used on websites to answer questions. frame – a still picture within an animation or video. hardware – the machines, components and other physical parts of a computer system or electronic device. input – data entered into a computer system, for example through a keyboard, mouse, microphone, camera or sensors. Internet – the global collection of computer networks and their connections loop – sequence of instructions that is repeated until or while a particular condition is satisfied. network – a group of computers that are connected using wireless or wirelessly. output – the information produced by a computer for its user, typically on screen but also through other means. software – all programs, including application software, operating systems, mobile 'apps' and cloud-based platforms. sprite – a (2D) computer graphic that can be moved on screen and changed.	AI (Artificial Intelligence) – when computers are designed to think and learn like humans, helping them solve problems, answer questions or make decisions. conditional (conditional statement) – an instruction that is carried out depending on whether a certain condition is true or false. Often 'if' or 'if/else' statements. cloud – a network of remote servers hosted on the Internet, used instead of a physical or personal server. component – a piece of hardware that is part of a larger system, e.g. a processor or motherboard. 'digital footprint' – the data, activities and history of someone recorded online, which can be traced back to them. fraud (scam) – wrongfully or illegally deceiving someone for financial or personal gain. IP (Internet Protocol) Address – a unique number given to each device or website connected to a network. machine learning – a type of AI where computers learn from data and improve over time without being told exactly what to do. operating system (OS) – a vital piece of system software that manages hardware and other software (e.g. Windows, iOS). operator – a symbol showing a mathematical operation e.g. $x + y =$ server – a central computer in a network which links other computers to shared resources and the Internet.

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			selection — the process of making a decision in computing, which determines which path a program will take. spreadsheet — a document in which data is arranged in rows and columns, often to be used in calculations. streaming (and 'livestreaming') — receive data from the Internet, especially audio and video, in a continuous flow. training data — the information given to an AI system to help it learn how to do something. variable — a way in which a computer program can store simple data: it could be a number, word or a true/false value. World Wide Web — a service provided by computers connected to the Internet, in which web pages can be linked to other web pages
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