

Vocabulary Progression

Computer Science	
Year 1	Sort, Criteria, Instruction, Algorithm, Computer, Program, Debug, Direction, Challenge, Arrow, Undo, Rewind, Forward, Backwards, Right turn, Left turn, Instruction, Action, Background, Button, Character, Code Block, Code Design, Coder, Coding, Collision Detection, Command, Design Mode, Input, Object, Properties, Scale, Stop Command, Sound, When Clicked, When Key.
Year 2	Action, Algorithm, Bug, Character, Code Block, Code Design, Command, Debug/Debugging, Design Mode, Input, Object, Properties, Repeat, Scale, Timer, When Clicked, When Key.
Year 3	Action, Algorithm, Bug, Code Block, Code Design, Command, Control, Debug/Debugging, Design Mode, Event, If, Input, Output, Object, Properties, Repeat, Computer Simulation, Selection, Timer, Variable.
Year 4	Action, Alert, Algorithm, Bug, Code Design, Command, Control, Debug/Debugging, Design Mode, Event, Get Input, If, If/Else, Input, Output, Object, Repeat, Selection, Simulation, Timer, Variable, LOGO, BK, FD, RT, LT, REPEAT, SETPC, SETPS, PU, PD, Motherboard, CPU, RAM, Graphics Card, Network Card, Monitor, Speakers, Keyboard and Mouse.
Year 5	Action, Alert, Algorithm, Bug, Code Design, Command, Control, Debug/Debugging, Design Mode, Event, Get Input, If, If/Else, Input, Output, Object, Repeat, Sequence, Selection, Simulation, Timer, Variable, Animation, Computer Game, Customise, Evaluation, Image, Instructions, Interactive, Screenshot, Texture, Perspective, Playability.
Year 6	Action, Alert, Algorithm, Bug, Code Design, Command, Control, Debug/Debugging, Event, Function, Get Input, If, If/Else, Input, Output, Object, Repeat, Sequence, Selection, Simulation, Tabs, Timer, Variable. Text-Based Adventure, Concept Map, Debug, Sprite, Function, Internet, World Wide Web, Network, Local Area Network (LAN), Wide Area Network (WAN), Router, Network Cables, Wireless, Base 10, Base 2, Binary, Bit, Byte, Decimal, Denary, Digit, Gigabyte (GB) Integer, Kilobyte (KB), Machine Code, Megabyte (MB), Nibble, Switch, Terabyte (TB), Transistor, Variable.