

AUSTHORPE PRIMARY SCHOOL

## **VOCABULARY PROGRESSION** – Computing

	<u>Key Stage 1</u>	Lower Key Stage 2	<u>Upper Key Stage 2</u>
Computer Science, Digital Literacy and Information Technology	<ul> <li>algorithm: a sequence of instructions or a set of rules to get something done</li> <li>command: an instruction that can be used in a program</li> <li>program: an algorithm or algorithms which can be run by a computer</li> <li>to debug: to find and fix errors in algorithms</li> <li>decomposition: the process of breaking down a task into smaller, more-manageable parts</li> <li>computer: a type of machine that can follow instructions and do useful things</li> <li>sequence: to arrange instructions in a particular order</li> </ul>	<ul> <li>computer: a machine that can input, process and output data</li> <li>program: an algorithm or algorithms which can be run by a computer</li> <li>code: the commands that a program can run (eg the blocks in Scratch)</li> <li>repetition: to repeat the execution of certain instructions</li> <li>logical reasoning: helps us explain why something happens</li> <li>sprite: a 2d character in a computer game</li> <li>decomposition: the process of breaking down a task into smaller, more-manageable parts</li> <li>input: data sent to a computer system from a device (eg keyboard, mouse, microphone)</li> <li>output: data sent out of a computer system via a device (eg monitor, printer, speaker)</li> <li>decomposition: the process of breaking down a task into smaller, more-manageable parts</li> </ul>	<ul> <li>repetition: to repeat the execution of certain instructions</li> <li>selection: choosing to execute one set of instructions over another</li> <li>variable: a value that can be set and changed throughout the running of a program (eg a timer, a score, a number of lives left)</li> <li>simulation: modelling a real-world or imaginary situation</li> <li>computer network: a collection of interconnected computer systems which 'talk' to each other by exchanging data</li> <li>computer: a machine that can input, process, store and output data</li> <li>search engine: program that searches for and identifies items on the internet using complex algorithms</li> <li>HTML: What appears on a web page and its formatting</li> </ul>



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	Comparing		
		digital content found on the internet • internet: a huge global computer network	
<u>E-Safety</u>	<ul> <li>password: a string of letters, numbers or symbols which give you access to something (eg a computer, a service like Numbots)</li> <li>personal information: information that can be used to identify you (eg age, school, address, password)</li> <li>appropriate: something that is suitable</li> <li>advert: adverts (advertisements) encourage you to buy things</li> <li>online: a device is online if it is connected to the internet; a person is online if they are using a device connected to the internet</li> </ul>	<ul> <li>digital footprint: information about a particular person that exists on the internet as a result of their online activity and is difficult to remove</li> <li>age-restriction: an age, under or over which, something can or cannot be done</li> <li>to post: to publish online a piece of writing, image or other item of digital content (this would be called 'a post')</li> <li>pop-up advert: a form of advertising that suddenly appears ('pops up') when online</li> </ul>	<ul> <li>social media: apps and websites that allow you to connect with people and share information, ideas and opinions</li> <li>bot: an online 'robot' that performs automated, repetitive tasks, deliberately behaving like a human, but much faster</li> <li>disinformation: deliberately false information</li> <li>misinformation: accidentally false information</li> <li>to phish: to send fake emails that appear to be from reputable companies so that someone might</li> </ul>



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	<ul> <li>anonymous: a person not named or identified</li> <li>troll: a person who deliberately tries to create conflict in an online community to provoke anger or upset</li> <li>secure password: a password that is hard to identify by both humans and the computer</li> </ul>	mistakenly share personal information • cookie: websites use cookies to help them remember the web pages you've looked at • hate crime: a crime (eg online abuse and threats) where the perpetrator is hostile towards a victim's protected characteristic
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