

Subject: Computing Vocabulary

Area of Computing	Information Technology	Digital Literacy	Computer science	Information Technology	Digital Literacy	Computer science
Skill	Computing systems and networks	Creating media	Programming A	Data and Information	Creating Media	Programming B
<u>Year 1</u>	<u>Technology around us</u> Technology Keyboard Spacebar Computer Mouse	<u>Creating media</u> Undo Save Retrieve Paint tools	<u>Moving a robot</u> Direction Command Sequence Predict Program Run	<u>Grouping data</u> Label Group Data Properties Classify	<u>Digital Writing</u> Word processor Backspace Caps Lock Bold Underline Double Click Font	<u>Programming Animation</u> Sprite Start block Algorithm Programming area Animation
<u>Year 2</u>	<u>IT around us</u> Device Desktop Laptop Login Username Password	<u>Digital Photography</u> Portrait Landscape Composition Artificial light Natural light Edit	<u>Robot Algorithms</u> Outcome Execute	<u>Pictograms</u> Pictogram Tally Attributes Block Diagram	<u>Digital Music</u> Rhythm Pitch Sequence of notes	<u>Programming Quizzes</u> Background Modify Debug
<u>Year 3</u>	<u>Connecting Computers</u> Input Process Output Network Server Wireless	<u>Stop frame motion</u> Frame Onion Skimming Stop -frame	<u>Sequencing sounds</u> Backdrop Code Motion Block Event Block Stage	<u>Branching databases</u> Tree structure	<u>Desktop Publishing</u> Text Image Return Shift Template Page orientation Place holder Layout	<u>Events and actions in programs</u> Event Debugging Set up block

<u>Year 4</u>	<u>The Internet</u> Router World Wide Web Online content	<u>Audio Production</u> Recording Podcast Soundwave view Trim Align Layers Audio File	<u>Repetition in shapes</u> Code snippet Loop Count control Procedures	<u>Data Logging</u> Sensors Logged data	<u>Photo Editing</u> Rotate Crop Filter Duplicate Cloning	<u>Repetition in games</u> Infinite loop Code block
<u>Year 5</u>	<u>Systems and Searching</u> Digital System Physical connection Electronic connection Search Engine Rank	<u>Video Production</u> Export Reshoot	<u>Selection in physical computing</u> Crumble Sparkle Component Condition Selection Action	<u>Flat files database</u> Field	<u>Introduction to vector graphics</u> Vector Alignment grid Resize handle Group and ungroup	<u>Selection in quizzes</u> Structure Program flow
<u>Year 6</u>	<u>Communication and Collaboration</u> IP address Domain Name Data Packet Data Payload Copyright	<u>Web page creation</u> HTML code Fair use Navigation path Hyperlink User Experience	<u>Variables in games</u> Variable Value	<u>Introduction to databases</u> Spreadsheet Cell format Formula Cell Cell reference	<u>3D modelling</u> Lift Lower Workplane	<u>Sensing movement</u> Emulator Accelerometer Operand