Core disciplinary vocabulary progression within Computing units 🔆 Morningside Primary School



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| | | | | | | |
| 1 | press Tech Around Us | click | turn | forwards Digital painting | backwards | search |
| • | Tech Around Us | Moving a robot | Animations | Digital painting | Digital writing | Grouping data |
| | > | < _ | | | | 1000* |
| | program | command | technology | tool | data | toolbar |
| 2 | IT around us | Robot Algorithms | Quizzes | Digital music | Photography | Pictograms |
| | | | | • | | |
| | information | algorithm | sequence | software | attribute | device |
| 3 | Connecting | Sounds | Events and Actions | Stop-frame | DTP | Databases |
| | | | | | 0 | |
| | input | outcome | debug | stop motion | database | publish |
| 4 | The Internet | Repetition: Shapes | Repetition: Games | Audio production | Photo editing | Data logging |
| | | | | | | |
| | network Systems | loop Selection | infinite Selection: quizzes | copyright Video Production | clone Vector Graphics | logging Flat File Databases |
| 5 | (C) | | O TO | | | *** |
| | system | hardware | selection | capture | vector | field |
| 6 | Collaboration | Variables: Games | Sensing Movement | - | 3D Modelling | Spreadsheets |
| | Packet | f _x Σ π variable | conditional | navigation | model | spreadsheet |