



Vocabulary Progression for Computing



	Definition
Computer Science	The technical design. The design of new software, the solution to computing problems and the development of different ways to use technology.
Information Technology	The technical knowledge. The design, use and understanding of hardware and software; computers and electronic systems for storing and using information.
Digital Literacy	The technical skills. The ability to use information and communication technologies to find, create, evaluate, and communicate information.

	Definition
Code	Using and writing codes to produce instructions and algorithms; to solve problems; to test and use logic and sequences against inputs and outputs.
Connect	Being able to safely, efficiently and confidently digitally connect with others.
Communicate	Being able to safely, efficiently and confidently use apps and information technology to communicate ideas.
Collect	Being able to safely, efficiently and confidently find, evaluate, store, sort and use appropriate data.

F1	Why? How? What? If?
F2	Why? How? What? If? Instructions, forwards, backwards, online
Y1	Algorithm - a set of step by step instructions that describe how to perform a task Program - a set of instructions that a program follows to perform a particular task Code – a set of instructions that is used to communicate to a computer Predict – to say what you think will happen in the future based on what you already know

	<p>Software – the programs of instructions that tell the hardware what to do</p> <p>Technology - we use what we know to develop new tools or devices to make our lives easier</p> <p>Password - letters/numbers or words used to prove who you are to allow access</p> <p>Username – this is known only to the user and is used with a password to allow access</p> <p>Debug/ging - when you find an issue in the program that you have written and repair it</p>
Y2	<p>As Y1 plus</p> <p>Character – one symbol</p> <p>Code block - code that is grouped together</p> <p>Command – an instruction to a computer to form an action</p> <p>Input – data that is entered into or received by a computer</p> <p>Properties – the settings of an object on a computer</p> <p>Repeat - process looping or repeating code</p>