St Barnabas CE Primary School and Kirmington St Helena's CE Primary School

COMPUTING —VOCABULARY PROGRESSION MATRIX

EYFS foundation → KS1 (Stages 1–2) → Lower KS2 (Stages 3–4) → Upper KS2 (Stages 5–6)

Read across each computing strand from EYFS to Stage 6 to see increasingly complex knowledge, skills and vocabulary. Stages indicate developmental progression rather than fixed Cycle A/B units.

RED = Computing National Curriculum alignment (KS1/KS2); EYFS experiences support exploration through play. Online safety is embedded throughout both cycles.

1 Core computing vocabulary — progressive stages

Vocabulary strand	KS1 vocabulary Stage 1	KS1 vocabulary Stage 2	Lower KS2 vocabulary Stage 3	Lower KS2 vocabulary Stage 4	Upper KS2 vocabulary Stage 5	Upper KS2 vocabulary Stage 6	Upper KS2 vocabulary Stage 6
Computing Systems & Networks Curriculum: Computing NC — recognise, understand and use digital technologies and computer networks.	technology · device · iPad · Smartboard · Bee-Bot	IT · technology · computer · device · mouse · keyboard	click · drag · input · keyboard · mouse · save	network · input · output · switch · connection	internet · network · website · World Wide Web · WWW	protocol · communication · collaboration · search engine	IP address · DNS · data transfer · search results · systems
Creating Media Curriculum: Computing NC — use technology purposefully to create, organise, store and manipulate digital content.	photo · sound · music · microphone · record	key · cursor · paint · shape · text · space	backspace · undo · zoom · filter · tempo · portrait	animation · stop-frame · frame · onion-skinning · export	crop · rotate · retouch · audio · playback · import	embed · HTML · browser · storyboard · pan · zoom	vector · object · layer · group · ungroup · rotate
Data & Information Curriculum: Computing NC — organise, manipulate, retrieve, analyse and present data and information.	sort · group · count · information	data · attribute · group · category	tally · pictogram · data · heading · information	branching database · subgroup · attribute · question	sensor · interval · data logging · export · sample	spreadsheet · cell · function · formula · calculation	flat-file database · record · field · sort · filter · graph
Programming Curriculum: Computing NC — algorithms, programs, sequence, repetition, selection, variables and debugging.	instruction · go · turn · sequence	command · sequence · Bee-Bot · program	algorithm · outcome · trace · run · debug	code · sequence · sound · sprite · program	repetition · loop · count-controlled · indefinite · debug	condition · selection · if/then/else · variable	sensing · variable · control · input · debug · event
Online Safety Curriculum: Computing NC — use technology safely and respectfully; recognise concerns and know where to seek help.	online · offline · trusted adult · TAG	owner · permission · consent · trusted adult	password · personal information · bullying · SMART	avatar · online identity · respect · consent · livestreaming	trusted source · age restriction · wellbeing · search phrase	copyright · plagiarism · misinformation · reputation · privacy	scam · phishing · digital footprint · screenshot · report · PEGI

2 Where learning is revisited across Computing Cycles A–B

Cycle	EYFS	KS1 themes	Lower KS2 themes	Upper KS2 themes
A	Play-based technology, recording, QR codes, Bee-Bots and safe choices.	Technology Around Us; Digital Writing/Painting; Pictograms; Photography; Making Music.	The Internet; Animation; Branching Databases; Photo Editing; Audio Production.	Communication & Colla Production; Vector Grap
B	Play-based technology, digital tools, Bee-Bots and safety/ownership.	IT Around Us; Moving a Robot; Grouping Data; Programming a Robot; Programming Quizzes.	Connecting Computers; Sequences of Sounds; Data Logging; Repetition in Shapes and Games.	Systems and Searching in Games; Sensing Mov
Progression	Play-based exploration	Simple controls, media, grouping and sequences	Networks, media production, logging and loops	Data analysis, digital co