Computing Vocabulary	
WORD	**DEFINITION**
EYFS	
Safe	Being aware of possible threats and how to deal with them.
Private	Private things are things only trusted people should know about you.
Control	To control a machine/computer means you tell it what to do.
Instructions	Directions on how to do something.
Buttons	Something to press or click on to make something happen.
Year 1	
Safe	Being aware of possible threats and how to deal with them.
Private	Private things are things only trusted people should know about you.
Respect	To understand that other people are different and understand this is a good thing.
Supervised	Being watched by a trusted adult.
Algorithm	A set of instructions that we complete to do something.
Internet	A network of computers linked all over the world.
Instructions	Directions on how to do something.
Command	An instruction given to a computer.
Robots	A machine that can carry out tasks.
Patterns	A repeated sequence of commands.
Data	Information.
Apps	Online computer programs.

Website	A set of web pages made by a person
Network	Computers linked within building or area.
Year 2	
Internet	A network of computers linked all over the world.
Forward	Onwards direction.
Backward	Reverse direction.
Right-angle turn	A turn made like the corner of a square or 90^0
Algorithm	A set of instructions that we complete to do something.
Sequence	A sequence helps to make sure things happen in the right order.
Debug	Checking a computer program for mistakes and fixing them.
Predict	Make a good guess about what might happen. Program – a collection of instructions.
Network	Computers linked within building or area.
Wi-Fi	A facility allowing computers, smartphones, or other devices to connect to the internet or communicate with one another wirelessly within a particular area.
Year 3	
Algorithm	A set of instructions that we complete to do something.
Internet	A network of computers linked all over the world.
Network	Computers linked within building or area.
Input	Information that goes into the computer.

Output	Information that comes out the computer.
Operation	The undertaking of an instruction.
Repetition	When part of a program repeats an operation.
Hardware	The physical components of a computer.
Coding	Putting commands into a program creating software, apps and websites.
Program	A collection of instructions.
Spam	Unwanted emails or messages from companies or people that could be dangerous for your computer.
Virus	A code that can make your computer or device perform unwanted actions.
Year 4	
Binary	The language of computers, a series of 1s and 0s.
Network	Computers linked within building or area.
Software	Created using a programming language and is the non-physical part of a computer.
Communication technology	Equipment we use to communicate with.
Compile	A compiler converts human words into binary, so computers understand it.

Logic	Computational logic is used to allow a program to decide what to do.
Year 5	
Decomposition	Breaking problems down into smaller, manageable problems.
Software	Created using a programming language and is the non-physical part of a computer.
Coding	Putting commands into a program creating software, apps and websites.
Binary	The language of computers, a series of 1s and 0s.
Logic	Computational logic is used to allow a program to decide what to do.
Bias	To be 'for' or 'against' a particular group, person or program that is usually unfair.
Year 6	
Phishing	Emails or messages from fake companies designed to make you give personal information like passwords.
Digital footprint	Everything you ever post/write online will be able to be seen by anyone (including the police) forever, even if it is deleted.
Decomposition	Breaking problems down into smaller, manageable problems.
Software	Created using a programming language and is the non-physical part of a computer.
Coding	Putting commands into a program creating software, apps and websites.
Binary	The language of computers, a series of 1s and 0s.
Logic	Computational logic is used to allow a program to decide what to do.

Abstraction	Hiding the complexity of tasks to suit the understanding of the user. For example, for you to use a calculator you only have to press buttons in order to receive the correct answer, however the person that built the calculator understands how it works underneath.