

## Goose Goose Computing Vocabulary

Strand/ discipline	Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Computing Systems and Networks</b>	<b>Introduction to Technology</b> technology, mechanical, digital, electronic, devices, screen, touch screen, computer, phone, tablet.	<b>Experiencing Technology</b> technology, mechanical, digital, electronic, devices, screen, touch screen, computer, phone, tablet, internet, online.	<b>Technology Around Us</b> technology, computer, mouse, trackpad, keyboard, screen, double-click, typing.	<b>IT Around Us</b> Information technology (IT), computer, barcode, scanner/scan	<b>Connecting Computers</b> digital device, input, process, output, program, digital, non-digital, connection, network, switch, server, wireless access point, cables, sockets	<b>The Internet</b> internet, network, router, security, switch, server, wireless access point (WAP), website, web page, web address, routing, web browser, World Wide Web, content, links, files, use, download, sharing, ownership, permission, information, accurate, honest, content, adverts	<b>Systems and Searching</b> system, connection, digital, input, process, storage, output, search, search engine, refine, index, bot, ordering, links, algorithm, search engine optimisation (SEO), web crawler, content creator, selection, ranking.	<b>Communication and Collaboration</b> communication, protocol, data, address, Internet Protocol (IP), Domain Name Server (DNS), packet, header, data payload, chat, explore, slide deck, reuse, remix, collaboration, internet, public, private, oneway, two-way, one-to-one, one-to-many.
<b>Creating Media A</b>	<b>Introduction to Media</b> audio, video, picture, photograph, animation, sound effect, music.	<b>Experiencing Media</b> audio, video, picture, photograph, animation, sound effect, music, camera, video camera, microphone, record, playback.	<b>Digital Painting</b> paint program, tool, paintbrush, erase, fill, undo, shape tools, line tool, fill tool, undo tool, colour, brush style, brush size, pictures, painting, computers	<b>Digital Photography</b> device, camera, photograph, capture, image, digital, landscape, portrait, framing, subject, compose, light sources, flash, focus, background, editing, filter, format, framing, lighting,	<b>Stop Frame Animation</b> animation, flip book, stopframe, frame, sequence, image, photograph, setting, character, events, onion skinning, consistency, evaluation, delete, media, import, transition.	<b>Audio Production</b> audio, microphone, speaker, headphones, input device, output device, sound, podcast, edit, trim, align, layer, import, record, playback, selection, load, save, export, MP3, evaluate, feedback.	<b>Video Production</b> video, audio, camera, talking head, panning, close up, video camera, microphone, lens, mid-range, long shot, moving subject, side by side, angle (high, low, normal), static, zoom, pan, tilt, storyboard, filming, review,	<b>Web Page Creation</b> website, web page, browser, media, Hypertext Markup Language (HTML), logo, layout, header, media, purpose, copyright, fair use, home page, preview, evaluate, device, Google Sites, breadcrumb trail, navigation,

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							import, split, trim, clip, edit, reshoot, delete, reorder, export, evaluate, share.	hyperlink, subpage, evaluate, implication, external link, embed.
<b>Programming A</b>	<b>Introduction to Instruction</b> direction, forward, backward, sideways, left, right, turn, pick up, drop, stop, start, return.	<b>Experiencing Instructions</b> direction, forward, backward, sideways, left, right, turn, pick up, drop, stop, start, return, give, follow, plan, correct, incorrect, remote control.	<b>Moving a Robot</b> Bee-Bot, forwards, backwards, turn, clear, go, commands, instructions, directions, left, right, route, plan, algorithm, program.	<b>Robot Algorithms</b> instruction, sequence, clear, unambiguous, algorithm, program, order, prediction, artwork, design, route, mat, debugging, decomposition	<b>Sequencing Sounds</b> Scratch, programming, blocks, commands, code, sprite, costume, stage, backdrop, motion, turn, point in direction, go to, glide, sequence, event, task, design, run the code, order, note, chord, algorithm, bug, debug, code.	<b>Repetition in Shapes</b> Logo (programming environment), program, turtle, commands, code snippet, algorithm, design, debug, pattern, repeat, repetition, count-controlled loop, value, trace, decompose, procedure.	<b>Selection in Physical Computing</b> microcontroller, USB, components, connection, infinite loop, output component, motor, repetition, count-controlled loop, Crumble controller, switch, LED, Sparkle, crocodile clips, connect, battery box, program, condition, Input, output, selection, action, debug, circuit, power, cell, buzzer	<b>Variables in Games</b> variable, change, name, value, set, design, event, algorithm, code, task, artwork, program, project, code, test, debug, improve, evaluate, share, assign, declare
<b>Data and Information</b>	<b>Introduction to Sorting and Grouping</b> objects, colour, size, sides, legs, wheels, sharing, grouping, sorting, counting.	<b>Experiencing Sorting and Grouping</b> objects, colour, size, sides, legs, wheels, sharing, grouping, sorting, counting, moving,	<b>Grouping Data</b> object, label, group, search, image, property, colour, size, shape, value, data set, more, less, most, fewest,	<b>Pictograms</b> more than, less than, most, least, common, popular, organise, data, object, tally chart, votes, total, pictogram, enter,	<b>Branching Databases</b> attribute, value, questions, table, objects, branching, database, objects, equal, even,	<b>Data Logging</b> data, table, layout, input device, sensor, logger, logging, data point, interval, analyse, dataset, import,	<b>Flat File Databases</b> database, data, information, record, field, sort, order, group, search, value, criteria, graph,	<b>Spreadsheets</b> data, collecting, table, structure, spreadsheet, cell, cell reference, data item, format, formula, calculation,

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		recognising	least, the same	data, compare, objects, count, explain, attribute, group, same, different, conclusion, block diagram, sharing	separate, structure, compare, order, organise, selecting, information, decision tree.	export, logged, collection, review, conclusion.	chart, axis, compare, filter, presentation.	spreadsheet, input, output, operation, range, duplicate, sigma, propose, question, data set, organised, chart, evaluate, results, sum, comparison, software, tools.
<b>Creating Media B</b>			<b>Digital Writing</b> word processor, keyboard, keys, letters, type, numbers, space, backspace, text cursor, capital letters, toolbar, bold, italic, underline, mouse, select, font, undo, redo, format, compare, typing, writing.	<b>Digital Music</b> music, quiet, loud, feelings, emotions, pattern, rhythm, pulse, pitch, tempo, rhythm, notes, create, emotion, beat, instrument, open, edit.	<b>Desktop Publishing</b> text, images, advantages, disadvantages, communicate, font, style, landscape, portrait, orientation, placeholder, template, layout, content, desktop publishing, copy, paste, purpose, benefits.	<b>Photo Editing</b> image, edit, digital, crop, rotate, undo, save, adjustments, effects, colours, hue, saturation, sepia, vignette, image, retouch, clone, select, combine, made up, real, composite, cut, copy, paste, alter, background, foreground, zoom, undo, font.	<b>Introduction to Vector Graphics</b> video, audio, camera, talking head, panning, close up, video camera, microphone, lens, mid-range, long shot, moving subject, side by side, angle (high, low, normal), static, zoom, pan, tilt, storyboard, filming, review, import, split, trim, clip, edit, reshoot, delete, reorder, export, evaluate, share.	<b>3D Modelling</b> TinkerCAD, 2D, 3D, shapes, select, move, perspective, view, handles, resize, lift, lower, recolour, rotate, duplicate, group, cylinder, cube, cuboid, sphere, cone, prism, pyramid, placeholder, hollow, choose, combine, construct, evaluate, modify.
<b>Programming B</b>			<b>Programming Animations</b> ScratchJr, command, sprite,	<b>Programming Quizzes</b> sequence, command,	<b>Events and Actions in Programs</b> motion, event,	<b>Repetition in Games</b> Scratch, programming,	<b>Selection in Quizzes</b> Selection, condition, true,	<b>Sensing Movement</b> Micro:bit, MakeCode, input,

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			compare, programming, area, block, joining, start, run, program, background, delete, reset, algorithm, predict, effect, change, value, instructions, design.	program, run, start, outcome, predict, blocks, design, actions, sprite, project, modify, change, algorithm, build, match, compare, debug, features, evaluate, decomposition, code.	sprite, algorithm, logic, move, resize, extension block, pen up, set up, pen, design, action, debugging, errors, setup, code, test, debug, actions.	sprite, blocks, code, loop, repeat, value, infinite loop, count-controlled loop, costume, repetition, forever, animate, event block, duplicate, modify, design, algorithm, debug, refine, evaluate.	false, count-controlled loop, outcomes, conditional statement, algorithm, program, debug, question, answer, task, design, input, implement, test, run, setup, operator	process, output, flashing, USB, trace, selection, condition, if then else, variable, random, sensing, accelerometer, value, compass, direction, navigation, design, task, algorithm, step counter, plan, create, code, test, debug.