

<u>Reception</u>	<u>Year One</u>	<u>Year Two</u>
<u>E-Safety</u>		
<u>Vocabulary</u> Choices Internet Website Safe Dangerous Trust Think Tell Share	<u>Vocabulary</u> Rules Online Private information Email Trustworthy Safe	<u>Vocabulary</u> Appropriate/inappropriate sites Cyber-bullying Digital footprint Keyword searching Report Password Private Secret Polite
<u>Programming</u>		
<u>Vocabulary</u> Buttons Movement Forward Backward On Off robot beebot direction	<u>Vocabulary</u> Equipment instructions Robot Pattern Program Beebot Debug Left clear Right Object -An element in a computer program that can be changed using actions or properties. Instructions- Detailed information about how something should be done. Properties All objects have properties that can be changed in design or by writing code e.g. image, colour and scale properties. Run To cause the instruction in a program to be carried out Scale The size of an object in 2Code. Scene The background and objects together create Sound This is a type of output command that makes a noise. a scene When clicked An event command. It makes code run when you click on something (or press your finger on a touchscreen). Action Types of commands which are run on an object. They could be used to move an object or change a property. Algorithm A precise step by step set of instructions used to solve a problem or achieve an objective Background The part of the program design that shows behind everything else. It sets the scene for the story or game. Code Instructions written using symbols and words that can be interpreted by a computer. Command A single instruction in a computer program.	<u>Vocabulary</u> Sequence Debug Predict rotate Angle turn left / right, Command Run/execute. Reinforce Year One vocab Button An object on the screen which can be clicked on. Collision Detection Detecting when two characters on the screen touch each other. Debug/Debugging Looking for any problems in the code, fixing and testing them. Design Mode Used to create the look of a 2Code computer program when it is run. Key Pressed Pushing down a key on the device's keyboard Nesting When you write a command inside something else e.g. a block of commands could be nested inside a timer. Sequence When a computer program runs commands in order. Timer Use this command to run a block of commands after a timed delay or at regular intervals Text Typed letters on the screen.

	Debug/Debugging Finding a problem in the code and fixing it. Event Something that causes a block of code to be run. Execute To run a computer program. Input Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device	
<u>Handling Data</u>		
<u>Vocabulary</u> Software Collect Set of photos Count Organise	<u>Vocabulary</u> Data Pictogram Digital	<u>Vocabulary</u> Capturing Data collection Graphs Charts Save Retrieve
<u>Technology in Our Lives</u>		
<u>Vocabulary</u> Technology Share Create Internet	<u>Vocabulary</u> Online tools Communicate	<u>Vocabulary</u> Information sources Communication Purposes Website content
<u>Creative use of ICT</u>		
<u>Vocabulary</u> Screen/monitor Mouse Images Keyboard Paint Curser Turn on / off Left click Brush Pen Spray Fill	<u>Vocabulary</u> Videos Sounds Image Space bar Login open / close Font Caps lock/shift Delete (Backspace)	<u>Vocabulary</u> Effects Templates Animation Documents Enter/return Backspace Folder Online / Off line Highlight Replace Return (Enter) Clipart