



Coding Vocabulary Mapped by Year Group

Year	1	2	3	4	5	6
<u>Vocabulary previously introduced</u>		Action Algorithm Background Code Command Debug/debugging Event Execute Input Instructions Object Output Properties Run Scale Scene Sound When clicked	Action Algorithm Background Button Code Collision detection Command Debug/debugging Design mode Event Execute Input Instructions Key pressed Nesting Object Output Predict Properties Run Scale Scene Sequence Sound Test Text Timer	Action Alert Algorithm Background Blocks of command Button Code Collision detection Command Debug/debugging Design mode Develop Event Execute Flowchart Input Instructions Key pressed Nesting Object Output Plan Predict Procedure Properties Repeat Run	Action Alert Algorithm Background Blocks of command Button Code Collision detection Command Co-ordinates Debug/debugging Design mode Develop Event Execute Flowchart If If/else Input Instructions Key pressed Nesting Number variable Object Object types Output Plan	Abstraction Action Alert Algorithm Background Blocks of command Button Called Code Collision detection Command Co-ordinates Debug/debugging Decomposition Design mode Develop Event Execute Flowchart Function If If/else Input Instructions Key pressed Nesting Number variable

			When clicked/swiped	Scale Scene Sequence Sound Test Text Timer Values When clicked/swiped	Predict Procedure Prompt Prompt for input Properties Repeat Repeat until Run Scale Scene Selection Sequence Sound Test Text Timer Values Variable Variable value When clicked/swiped	Object Object types Output Physical system Plan Predict Procedure Prompt Prompt for input Properties Repeat Repeat until Run Scale Scene Score Selection Sequence Simplified Simplify Simulation Sound Tab Test Text Timer Values Variable Variable value When clicked/swiped
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<u>New vocabulary</u>	Action Algorithm Background Code Command Debug/debugging Event Execute Input Instructions Object Output Properties Run Scale Scene Sound When clicked	Button Collision detection Design mode Key pressed Nesting Predict Sequence Test Text Timer When clicked/swiped	Alert Blocks of command Develop Flowchart Plan Procedure Repeat Values	Co-ordinates If If/else Number variable Object types Prompt Prompt for input Repeat until Selection Variable Variable value	Abstraction Called Decomposition Function Physical system Score Simplify Simplified Simulation Tab	Get input Launch command Number variable String User input
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