

EYFS		
Understanding the World	Personal, Social and Emotional Development	Physical Development
<p><u>Explore how things work</u></p> <ul style="list-style-type: none"> <li>• Use Bee Bots to program.</li> <li>• Use everyday life technologies and understand that they often use computers, for example, a washing machine.</li> <li>• Use cameras/iPads to take photos and video in their environment.</li> <li>• Learn how to play, pause, delete and save videos</li> <li>• Learn how to delete, zoom in and zoom out of photos.</li> <li>• Use computers/iPad's with an adult to research information to support learning other areas of the Early Learning Goals .</li> <li>• Watch adults use a keyboard, mouse and touch screen to learn what they are used for.</li> <li>• Understand that photos and text can be printed and reproduced using a photocopier/printer and to use this in their own learning</li> </ul>	<p><u>Show resilience and perseverance in the face of challenge.</u></p> <ul style="list-style-type: none"> <li>• Help them to develop problem-solving skills by talking through how they, you and others can get the Bee-Bots around a course.</li> <li>• Show and discuss that mistakes are an important part of learning and going back is trial and error not failure.</li> <li>• Help children to make their own courses that the Bee Bots can travel.</li> </ul> <p><u>Identify and moderate their own feelings socially and emotionally.</u></p> <ul style="list-style-type: none"> <li>• Give children strategies for staying calm when the equipment they are using does not work the way they want it to.</li> <li>• Talk them through why we take turns, wait politely to use equipment.</li> <li>• Support all children to recognise when their behaviour was not in accordance with the rules when using equipment.</li> </ul>	<p><u>Develop their fine motor skills so that they can use a range of tools competently, safely and confidently</u></p> <ul style="list-style-type: none"> <li>• Learn how to hold iPads safely and confidently.</li> <li>• Begin to show accuracy and care when scrolling and using touch screens.</li> <li>• Use small buttons on Bee Bots.</li> <li>• Learn how to plug and unplug leads carefully and safely.</li> </ul> <p><u>Develop their gross motor skills so that they can use a range of tools competently, safely and confidently</u></p> <ul style="list-style-type: none"> <li>• Learn how to move around with iPads safely and confidently.</li> </ul>

Vocabulary	
<p><b>battery</b> – put this in something to make it work. This either needs to be charged or plugged in.</p> <p><b>Bee Bot</b> – a robot you can program</p> <p><b>button</b> – something you press on a piece of equipment</p> <p><b>charger</b> – to put electricity into something so it works</p> <p><b>computer</b> – a machine with information on it</p> <p><b>equipment</b> – tools we use for doing something</p> <p><b>information</b> – learn about something or someone</p> <p><b>Internet</b> – connects all the computers in the world together</p> <p><b>keyboard</b> – attached to a computer to write with (type)</p> <p><b>iPad</b> – a tablet that is a computer too.</p> <p><b>mouse</b> – the tool we use to move, navigate or click on a computer</p> <p><b>photograph</b> – a picture of real life</p> <p><b>plug in</b> – to put a plug in to make something work or charge</p> <p><b>press</b> – to hold something down like a key or a button</p> <p><b>safe</b> – protected from danger</p> <p><b>screen</b> – the thing you look at on a computer or TV.</p> <p><b>sound</b> – something you hear</p>	<p><b>switch off</b> – make something stop working</p> <p><b>switch on</b> – make something start working</p> <p><b>unplug</b> – to take a plug out</p> <p><b>video</b> – moving pictures</p> <p><b>delete</b> – to get rid of something on a computer or machine</p> <p><b>image</b> – picture</p> <p><b>audio</b> - sound or noise</p> <p><b>audio file</b> - a sound recording</p> <p><b>background</b> - behind the main object.</p> <p><b>binary</b> - two things</p> <p><b>caption</b> - a comment or title that goes with a picture</p> <p><b>classify</b> - sort into groups</p> <p><b>clip</b> - a short part of a programme or recording</p> <p><b>cloud</b> - where files are saved on the internet</p> <p><b>code</b> - a computer language</p> <p><b>collection</b> - a group of similar things, or ideas that are in one place</p> <p><b>copy and paste</b> - a way of copying something and putting it elsewhere electronically.</p> <p><b>crop</b> - to cut off the sides of an image</p>

# Computer Science

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Skills to Achieve</b>					
<ul style="list-style-type: none"> <li>• Know that programmes are made up of a sequence of codes</li> <li>• Use instructions (algorithms) to control devices or objects on screen</li> </ul>	<ul style="list-style-type: none"> <li>• Know what an algorithm is</li> <li>• Use algorithms to control devices or objects on screen</li> <li>• Use algorithms to control devices or objects on screen</li> <li>• Solve problems with instructions on and off screen</li> <li>• Predict the behaviour of simple programs or code</li> </ul>	<ul style="list-style-type: none"> <li>• Create and debug an algorithm using the move, rotate and repeat commands.</li> <li>• Create and debug algorithms that draw regular polygons.</li> <li>• Create and debug algorithms that draw shapes.</li> <li>• Create and debug algorithms to draw patterns.</li> </ul>	<ul style="list-style-type: none"> <li>• Write and debug a program.</li> <li>• Write and debug a program which uses sequence and repetition.</li> <li>• Work with variables.</li> <li>• Design, write and debug my own program by selecting appropriate visual block commands to create a sequence.</li> </ul>	<ul style="list-style-type: none"> <li>• Design and program a character game.</li> <li>• Design an original character or backdrop for a game.</li> <li>• Add features or effects to enhance a game.</li> <li>• Create an original animated game with a specific goal.</li> <li>• Program costume changes for a sprite.</li> <li>• Add point-scoring and levels to game code.</li> </ul>	<ul style="list-style-type: none"> <li>• Create appropriate animations for a story scene.</li> <li>• Structure and control the timing of events.</li> <li>• Control when objects need to be visible.</li> <li>• Sequence events to create a story narrative</li> <li>• Add voice sounds to enhance an animated story.</li> <li>• Add interactive user features to a scene or story.</li> </ul>

## National Curriculum Framework

<ul style="list-style-type: none"> <li>• Begin to understand what algorithms are (An algorithm is a detailed step-by-step instruction set or formula for solving a problem or completing a task)</li> <li>• Create simple programs</li> </ul>	<ul style="list-style-type: none"> <li>• Understand that algorithms are implemented as programs on digital devices</li> <li>• Understand that programs execute by following precise and unambiguous instructions</li> <li>• Debug simple programs</li> <li>• Use logical reasoning to predict the behaviour of simple programs</li> </ul>	<ul style="list-style-type: none"> <li>• Write programs that accomplish specific goals.</li> <li>• Use sequence in programs.</li> <li>• Work with various forms of input.</li> <li>• Work with various forms of output.</li> </ul>	<ul style="list-style-type: none"> <li>• Design programs that accomplish specific goals</li> <li>• Design and create program</li> <li>• Debug programs that accomplish specific goals</li> <li>• Use repetition in programs</li> <li>• Control or simulate physical systems</li> <li>• Use logical reasoning to detect and correct errors in programs</li> <li>• Understand how computer networks can provide multiple services, such as the world wide web</li> <li>• Appreciate how search results are selected</li> </ul>	<ul style="list-style-type: none"> <li>• Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems</li> <li>• Solve problems by decomposing them into smaller parts.</li> <li>• Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</li> <li>• Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</li> </ul>	<ul style="list-style-type: none"> <li>• Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems.</li> <li>• Solve problems by decomposing them into smaller parts.</li> <li>• Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</li> <li>• Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</li> </ul>
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## Vocabulary

**ScratchJr** - An introductory programming language that lets you create interactive stories and games.

**tablet** - An Ipad.

**sprite** - A 2D image or character that you can move in ScratchJr blocks puzzle-piece shapes that are used to create code in Scratch Jr.

**character** - A symbol representing a letter or number.

**stage** - The term for the background of the project.

**sequence** - A set of programming blocks that make actions happen one after another.

**project** - A project is a creation made in the Scratch Program.

**grow** - To make a sprite get bigger.

**shrink** - To make a sprite get smaller.

**repeat** - To make a sprite to do something again.

**forever** - To make a sprite do something all the time.

**speed** - To control how quickly or slowly your sprite moves.

**size** - To set the size of your sprite to set size.

**invisible** - To make your sprite disappear.

**record** - To make your own noises to go in your project.

**sound** - To give your sprites noises.

**Scratch** - an introductory programming language that lets you create interactive stories and games

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**record** - To make your own noises to go in your project

**sound** - To give your sprites noise

**algorithm** - is a set of guidelines that describes how to perform a task. Think of an algorithm as step-by-step instructions.

**instructions** - a code that tells a computer to perform a particular operation.

**commands** - is a directive to a computer program to perform a specific task.

**clear screen** - To delete everything that is on your screen.

**variable**- Something that can be changed.

**pen up** - To take your pen off the drawing.

**pen down** - To put the pen on the drawing.

**sprite** - A character in scratch block puzzle-piece shapes that are used to create code in Scratch.

**background** - The scenery or ground that is behind a main figure or object.

**green flag**- The start button repeat To do again.

**algorithm** - A set of guidelines that describes how to perform a task. Think of an algorithm as step-by-step instructions.

**instructions** - A code that tells a computer to perform a particular operation.

**commands** - A directive to a computer program to perform a specific task.

**clear screen** - To delete everything that is on your screen.

**variable** - Something that can be changed.

**decompose** - To take the code apart.

**program** - To give a computer instructions.

**sprite** - A character in scratch block puzzle-piece shapes that are used to create code in Scratch.

**background** - The scenery or ground that is behind a main figure or object.

**green flag** - To make an animation start.

**repeat** - To do again effects The change the way a sprite or stage looks.

**quiz** - A game or competition in which someone tests your knowledge by asking you questions.

**broadcast** - to send a message from one sprite to another to tell it to perform an action.

**vary** - To differ in size, amount, degree.

**algorithm**- A series of instructions that tell a computer to perform an action.

**code** - Instructions given to a Computer.

**character** - A sprite in your animation.

**block** - A jigsaw piece that gives an Instruction.

**script**- The set of instructions that is used to program in Scratch.

**sequence** - The order you put things in.

**levels** - Different parts of your game.

**repeat** - A block that makes something happen again.

**commentary** - Text boxes that can be attached to blocks to give feedback.

**stage** - The background of the project.

**action** - The movement of a sprite.

**penalty** - A punishment imposed for breaking a rule.

**test** - To check to see if your script works.

**debug** - To find and fix errors in your code.

**backdrop** - The picture behind your animation.

**program** - A series of instructions that tell a computer to perform an action.

**code** - Instructions given to a computer.

**animate** - to make something move.

**animation** - A method in which figures are programmed to appear as moving images.

**remix** - To create a new version of an existing animation.

**debug** - To find and fix errors in your code.

**broadcast** - To send a message from one sprite to another to tell it to perform an action.

**receive** - To get a message from a sprite to perform an action.

**sequence** - A series of events that must be performed in order to achieve a task.

**deconstruct** - To look closely at code to explain how it works.

**transition** - To move from one part of the animation to another.

**interactive** - To make an animation or game able to be played with by a user.

**user** - A person who interacts with your game or animation sprite an object in an animation.

# Information Technology

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Skills to Achieve</b>					
<ul style="list-style-type: none"> <li>● Use a keyboard</li> <li>● Start to type on a keyboard</li> <li>● Type symbol and save files</li> <li>● Retrieve files</li> <li>● Edit text</li> <li>● Select and format text</li> <li>● Format font</li> </ul>	<ul style="list-style-type: none"> <li>● Add and type in a text box</li> <li>● Create and use folders.</li> <li>● Print files.</li> <li>● Add images.</li> <li>● Format text and text boxes</li> <li>● Save and search files</li> </ul>	<ul style="list-style-type: none"> <li>● Use basic computer skills.</li> <li>● Change the case of text.</li> <li>● Align text.</li> <li>● Use bullets and numbering.</li> <li>● Use the &lt;Ctrl&gt; key.</li> <li>● Insert and format text boxes.</li> </ul>	<ul style="list-style-type: none"> <li>● Insert digital photos into desktop publishing software.</li> <li>● Edit and enhance digital photos and text for presentation.</li> <li>● Arrange and layer objects</li> <li>● Use video editing software to edit and present photos.</li> <li>● Add audio and captions to a photo sequence</li> </ul>	<ul style="list-style-type: none"> <li>● Draw 3D shapes.</li> <li>● Add detail to 3D drawings.</li> <li>● Add detail to 3D drawings.</li> <li>● Add and manipulate 3D models.</li> <li>● Create a complex 3D model.</li> <li>● Create a 3D model of my own design.</li> </ul>	<ul style="list-style-type: none"> <li>● Use appropriate software and other tools effectively to write a film script.</li> <li>● Locate and check appropriate digital content, and provide accurate crediting of sources.</li> <li>● Use digital recording devices to film and import into video editing software.</li> <li>● Plan, conduct and import video interviews as part of a short film.</li> <li>● Use video editing software to create a short film</li> <li>● Use video editing software to turn a film project into a finished movie and present it.</li> </ul>
<b>National Curriculum Framework</b>					
<ul style="list-style-type: none"> <li>● Use technology purposefully to create digital content</li> <li>● Use technology purposefully to store digital content</li> <li>● Use technology purposefully to retrieve digital content</li> </ul>	<ul style="list-style-type: none"> <li>● Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> <li>● Use technology purposefully to manipulate digital content</li> </ul>	<ul style="list-style-type: none"> <li>● Use search technologies effectively.</li> <li>● Use a variety of software to accomplish given goals.</li> <li>● Collect information.</li> <li>● Design and create content.</li> <li>● Present information.</li> </ul>	<ul style="list-style-type: none"> <li>● Select a variety of software to accomplish given goals</li> <li>● Select, use and combine internet services</li> <li>● Analyse information</li> <li>● Evaluate information</li> <li>● Collect data</li> <li>● Present data</li> </ul>	<ul style="list-style-type: none"> <li>● Combine a variety of software to accomplish given goals</li> <li>● Select use and combine software on a range of digital devices</li> <li>● Analyse data</li> <li>● Evaluate data</li> <li>● Design and create systems</li> </ul>	<ul style="list-style-type: none"> <li>● Combine a variety of software to accomplish given goals</li> <li>● Select use and combine software on a range of digital devices</li> <li>● Analyse data</li> <li>● Evaluate data</li> <li>● Design and create systems</li> <li>● Undertake creative projects with challenging goals.</li> </ul>

## Vocabulary

**keyboard** - a panel of keys that operate a computer. key a single button on a keyboard.

**return** - a key on a computer keyboard that makes the computer perform an action or start a new line of text.

**enter** - a key on a computer keyboard that makes the computer perform an action or start a new line of text.

**type** - write (something) on a typewriter or computer by pressing the keys.

**symbol**- a letter, character, or sign used instead of a word to represent an object or something to be done The sign + is the symbol for addition symbol.

**folder** - a part of a computer operating system used to organise files.

**shift** - the key that you press on a computer keyboard when you want to write a capital letter.

**undo**- the undo function is used to reverse a mistake, such as deleting the wrong word in a sentence.

**redo**- the redo function restores any actions that have been previously undone using an undo.

**delete** - a computer key that removes characters. This key is sometimes simply referred to as del.

**bold** - a set of type characters that are darker and heavier than normal. italics a set of type characters that are slanted slightly to the right.

**save** - an act of saving data to a folder.

**space bar** - the long narrow bar at the front of a computer keyboard that you press to make a space between words when you type.

**on switch** - A button that turns on the chrome book.

**screen** - A flat surface that shows the pictures on your chrome book .

**shutdown** - To stop the chrome book from working.

**log on** - To go through the procedure to begin using the chrome book.

**log off** - To go through the procedure to stop using the chrome book.

**search** - A function or process of finding letters, words, files, web pages, or other data.

**folder** - A part of a computer operating system used to organise files.

**print** - To produce text and graphics from a computer screen or file onto a sheet of paper.

**Google slides** - An application that you can create and edit presentations online.

**text box** - A box to place words on a presentation.

**background** - Part of a picture, scene, or design that forms a setting.

**format** - A way of making the words fit in a text box perfectly

**insert** - To put an image on a presentation.

**copy** - To make an object or text exactly the same as another.

**slide** - A single page of a presentation.

**application** - A program or piece of software.

**screen** - A flat surface that shows the pictures on your chrome book.

**screenshot** - An image of the data displayed on the screen of a computer.

**minimise** - To make an image, text or window box smaller.

**restore** - To return something to its original condition.

**file** - A place to store your work on a computer

**folder** - A part of a computer operating system used to organise files.

**print** - To produce text and graphics from a computer screen or file onto a sheet of paper.

**launch** - Allows you to create and edit presentations online.

**snipping tool** - A tool to make copies of part of your screen backspace a keyboard key that deletes any character before the cursor's current position or the left.

**format** - A way of making the words fit in a text box perfectly.

**align** - How text is placed on the screen.

**justified** - To align text evenly between left and right margins.

**indent** - To make the space between the left and right margin bigger or smaller.

**bullet point** - An asterisk, black dot, circle, or other mark that is found before the text.

**format** - A way of making the words fit in a text box perfectly or to change an image.

**image** - A visual representation of something such as a photo or diagram.

**insert** - To add something to your document.

**font** - The look of the letters or characters on your document.

**edit** - To change or improve something on your document.

**copy** - To make an exact copy of words or images on your document.

**paste** - To place a copy of text or an image to a new place on your document.

**wrap** - To force a text or image to a fixed place on a document.

**spell check** - A tool that checks your spelling on word processing software.

**cursor** - A shape on a computer screen that shows where actions are made.

**toolbar** - A strip of icons to show where the tools are.

**highlight** - A visual indication that text or another object is selected.

**table** - An arrangement of information in rows and columns containing cells.

**cell** - Boxes inside a table.

**hyperlink** -text or an image that, when clicked on, causes a web page to open.

**URL** - the address of a specific webpage.

**orbit** - Tool that lets you look at the 3D model from different angles.

**pan** - Tool that helps you to move your model from left to right.

**zoom** - Tool that lets you get closer or further away from your 3D model.

**zoom extents** - Makes your model fully visible and centred on the screen.

**inference** - Where lines meet.

**dimension** - The length, height or depth of a line or object.

**eraser** - Tool that lets you remove lines and objects.

**group** - Putting many lines together to make one form.

**component** - A part of a 3D model.

**Off set** - Tool to add another line next to a previous line.

**cursor** - a shape on a computer screen that shows where actions are made.

**toolbar** - a strip of icons to show where the tools are.

**film-making** - The direction or production of films for the cinema or Television.

**film** - A story or event recorded by a camera as a set of moving I Mages.

**production** - The act of making a film.

**pre-production** - Work done on a film before filming starts. E.g. writing a script.

**interview** - To question or talk with (someone) to get information.

**location**- A particular place that you use for filming.

**prop** - A portable object other than furniture or costumes used on the set of a play or film.

**shot** - A single sequence of a film shot by one camera without interruption.

**angle** - The precise viewpoint from which a camera films from.

**close-up** - A photograph or movie shot taken at close range.

**frame** - A single image of film.

**pan** - To move the camera horizontally so that it sweeps around the scene.

**zoom** - To adjust the camera so it appears that you are moving closer to the subject.

**improvise** - To make up or invent things to say on film.

**edit** - The placing of one or more shots together in a sequence.

**documentary** - a presentation (such as a film or novel) expressing or dealing with factual events.

# Digital Literacy

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
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## Skills to Achieve

<ul style="list-style-type: none"> <li>● Basic skills using a Chromebook</li> <li>● Get online and use websites</li> <li>● Ask a question and find the answer</li> <li>● Use the internet to find information safe online</li>   <li>● Use paint tools</li> <li>● Use colour tools</li> <li>● edit and create custom colours</li> <li>● Create shapes and fill with colour</li> <li>● use undo and erase tools</li> <li>● add text and format font</li> </ul>	<ul style="list-style-type: none"> <li>● Search safely using the words "for kids"</li> <li>● follow a weblink</li> <li>● Identify search results that will give some useful information</li> <li>● Use passwords and keep them safe</li> <li>● Know that information including images online can be shared at home, school and worldwide</li> </ul>	<ul style="list-style-type: none"> <li>● Identify how word order affects search results.</li> <li>● Explain how searches return results.</li> <li>● Save and share webpages.</li> <li>● Identify the ways, and investigate how we communicate online.</li> <li>● Explain how to stay safe when communicating online.</li> <li>● Explain why I need to be responsible online.</li> </ul>	<ul style="list-style-type: none"> <li>● Explore the different ways we can communicate online.</li> <li>● Understand the positives and negatives of communicating online</li> <li>● Understand what email is and how it is used.</li> <li>● Understand how to send and receive emails</li> <li>● Use the features of email to communicate with others.</li> <li>● Work collaboratively using online software</li> <li>● Use collaborative tools online to contribute to others' work.</li> </ul>	<ul style="list-style-type: none"> <li>● Find information on the Internet using search engines</li> <li>● Use search engine effectively by refining the search term</li> <li>● Know how to use Boolean operators to refine a search</li> <li>● Identify what makes a website reliable and trustworthy</li> <li>● Understand how search engines work.</li> <li>● Understand what page ranking is.</li> <li>● Use Search Engine Optimisers to improve a website</li> </ul>	<ul style="list-style-type: none"> <li>● Evaluate websites.</li> <li>● Create a website structure.</li> <li>● Create hyperlinks.</li> <li>● Add and format content on a webpage.</li> <li>● Search for and attribute images.</li> <li>● Publish a website.</li> </ul>
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## National Curriculum Framework

<ul style="list-style-type: none"> <li>● Use technology safely</li> <li>● Keep personal information private</li> <li>● Recognise common uses of information technology beyond school</li> </ul>	<ul style="list-style-type: none"> <li>● Use technology respectfully</li> <li>● Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies</li> </ul>	<ul style="list-style-type: none"> <li>● Use technology responsibly.</li> <li>● Identify a range of ways to report concerns about contact.</li> </ul>	<ul style="list-style-type: none"> <li>● Understand computer networks including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.</li> <li>● Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</li> <li>● Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</li> </ul>	<ul style="list-style-type: none"> <li>● Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</li> <li>● Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour</li> <li>● Identify a range of ways to report concerns about content and contact.</li> </ul>	<ul style="list-style-type: none"> <li>● Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</li> <li>● Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour.</li> <li>● Identify a range of ways to report concerns about content and contact.</li> </ul>
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## Vocabulary

**trackpad** - Panel where you move the cursor.  
**cursor** - The arrow or I on the screen.  
**pressure** - How hard you press a button.  
**screen** - The part of the Chromebook that shows you what is going on.  
**keyboard** - A panel of keys that operate a computer.  
**size** - How big or small something is.  
**application** - Something you can use on the Chromebook e.g busythings.  
**window** - A window is an area on a computer screen.  
**minimise** - To make a window hide.  
**save** - To make your work.  
**folder** - A place to put your work.  
**open** - To make old pieces of work appear on the screen again.  
**drag** - To move an object around the screen.  
**click** - To press on the trackpad  
**launch** - To open an application.  
**exit** - To close an application.  
**Shut down** - To switch off Chromebook safely.

**internet** - A communications system that connects computers and computer networks all over the world.  
**world wide web** - Part of the Internet that contains websites and webpages.  
**websites** - Pages on the internet.  
**web page** - A single page on the internet search to look for websites on the internet.  
**Search engine** - A type of website that helps you find information on the internet.  
**results** - List of websites that you see after a search.  
**browser** - A program that gives you access to the internet e.g. Google chrome.  
**back** - To go back one page on a website.  
**reload** - To make a web page start again.  
**upload** - To put a photo or picture onto a web page.  
**blog** - a website where you can write a diary or personal comments.  
**link** - A place to click that will take you to another part of the website or a different website.

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**frame** - The edge around a picture.  
**text** - The writing on the screen that you create.  
**image** - A picture or photo that you can add to a document.  
**crop** - To cut away some of a picture.  
**aspect ratio** - Is the width and height of an image.  
**contrast** - The colour of an image and how it can be adjusted.  
**brightness** - How light an image is and how it can be adjusted.  
**caption** - The writing that goes underneath an image.  
**border** - The edge around an image that can be modified.  
**title** - The name you give a presentation.  
**rotate** - to turn an image or writing around on a fixed point.  
**storyboard** - A planning format for a story.

**search** - To look for information on the internet.  
**search engine** - A type of website that helps you find information on the internet.  
**advanced search** - To look for information on the internet using more specific language and rules.  
**results** - List of websites that you see after a search.  
**browser** - A program that gives you access to the internet e.g. Google chrome.  
**window** - Is an area on a computer screen. This area usually shows an application or folder.  
**tab** - A clickable area at the top of a window that allows you to have more than one web page open at a time.  
**layout** - The way a webpage is presented.  
**text** - The writing on a webpage.  
**font** - The style of the text on a webpage.  
**image** - A picture, photo or diagram used on a webpage.  
**animation** - A moving image on a webpage.  
**hyperlink** - A place to click that will take you to another part of the website or a different website  
**publish** - To put your webpage on the internet.

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