

NCCE (Teach Computing Units)

Computing Vocabulary List

Wrens Year A & B

Wrens Year A & B					
Autumn		Spring		Summer	
Technology around us	Programming - Moving a robot	Creating media - Digital painting	Data and information – Grouping	Programming animations	Creating media - Digital writing
technology	Bee-Bot	paint program	object	Scratch Junior	word processor
computer	forwards	tool	label	command	keyboard
mouse trackpad	backwards	paintbrush	group	sprite	keys
keyboard screen	turn	erase	search	compare	letters
double-click	clear	fill	image	programming	type
typing	go	undo	property	area	numbers
	commands	shape tools	colour	block	space
	instructions	line tool	size	joining	backspace
	directions	fill tool	shape	start	text cursor
	left	undo tool	value	run	capital letters
	right	colour	data set	program	toolbar
	route	brush style	more	background	bold
	plan	brush size		delete	italic



algorithm program	pictures painting computers	less most fewest least the same	reset algorithm predict effect change value instructions design	underline mouse select font undo redo format compare typing writing
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Robins Year A

Autumn		Spring		Summer	
Information technology around us	Robot Algorithms	Creating media - Digital Photography	Data and information – Pictograms	Programming quizzes	Creating media - Digital Music
Information technology (IT) computer Barcode scanner/scan	instruction sequence clear unambiguous algorithm program order prediction artwork design route mat debugging decomposition	device camera photograph capture image digital landscape portrait framing subject compose light sources flash focus background	more than less than most least common popular organise data object tally chart votes total pictogram enter data	sequence command program run start outcome predict blocks design actions sprite project modify change algorithm build	music quiet loud feelings emotions pattern rhythm pulse pitch tempo rhythm notes create emotion beat instrument



	editing filter format lighting	compare objects count explain attribute group same different conclusion block diagram sharing	match compare debug features evaluate decomposition code	open edit
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Robins Year B

Autumn		Spring		Summer	
Technology around us	Programming - Moving a robot	Creating media - Digital painting	Data and information – Grouping	Programming animations	Creating media - Digital writing
technology computer mouse trackpad keyboard screen double-click typing	Bee-Bot forwards backwards turn clear go commands instructions directions left right route plan algorithm program	paint program tool paintbrush erase fill undo shape tools line tool fill tool undo tool colour brush style brush size pictures painting computers	object label group search image property colour size shape value data set more less most fewest	ScratchJr command sprite compare programming area block joining start run program background delete reset algorithm predict	word processor keyboard keys letters type numbers space backspace text cursor capital letters toolbar bold italic underline mouse select



	least the same	effect change value instructions design	font undo redo format compare typing writing
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Woodpeckers Year A

Autumn		Spring		Summer	
Connecting Computers	Sequencing Sounds	Stop-Frame Animation	Branching databases	Repetition in Shapes	Desktop publishing
digital device	Scratch	animation	attribute	Logo	text
input	programming	flip book	value	(programming environment)	images
process	blocks	stop- frame	questions	program	advantages
output	commands	frame	table	turtle	disadvantages
program	code	sequence	objects	commands	communicate
digital	sprite	image	branching	code snippet	font
non-digital	costume	photograph	database	algorithm	style
connection	stage	setting	objects	design	landscape
network	backdrop	character	equal	debug	portrait
switch	motion	events	even	pattern	orientation
server	turn	onion skinning	separate	repeat	placeholder
wireless access	point in	consistency	structure	repetition	template
point cables	direction	evaluation	compare	count-controlled	layout
sockets	go to	delete	order	loop	content
	glide	media	organise	value	desktop publishing
	sequence	import	selecting		copy
					paste



event task design run the code order note chord algorithm bug debug code	transition	information decision tree	trace decompose procedure	purpose benefits
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Woodpeckers Year B

Autumn		Spring		Summer	
The Internet	Events & Actions in Programs	Photo Editing	Data Logging	Repetition in Games	Audio Production
internet		image	data		audio
network		edit	table	Scratch	microphone
router	motion	digital	layout	programming	speaker
security	event	crop	input device	sprite	headphones
switch	sprite	rotate	sensor	blocks	input device
server	algorithm	undo	logger	code	output device
wireless access	logic	save	logging	loop	sound
point (WAP)	move	adjustments	data point	repeat	podcast
website	resize	effects	interval	value	edit
web page	extension block	colours	analyse	infinite loop	trim
web address	pen up	hue	dataset	count-controlled	align
routing	set up	saturation	import	loop	layer
web browser	pen	sepia	export	costume	import
World Wide	design	vignette	logged	repetition	record
Web	action	image	collection	forever	playback
content	debugging	retouch	review	animate	selection
links	errors	clone	conclusion	event block	load



files	setup	select	duplicate	save
use	code	combine	modify	export
download	test	made up	design	MP3
sharing	debug	real	algorithm	evaluate
ownership	actions	composite	debug	feedback
permission		cut	refine	
information		copy	evaluate	
accurate		paste		
honest		alter		
content		background		
adverts		foreground		
		zoom		
		undo		
		font		



Owls Year A

Autumn		Spring		Summer	
Systems and Searching	Selection in Physical Computing	Video Production	Flat-file Databases	Repetition in Shapes	Vector Graphics
system	microcontroller	video	database	Logo	vector
connection	USB	audio	data	(programming environment)	drawing tools
digital	components	camera	information	program	object
input	connection	talking head	record	turtle	toolbar
process	infinite loop	panning	field	commands	vector drawing
storage	output	close up	sort	code snippet	move
output	component	video camera	order	algorithm	resize
search	motor	microphone	group	design	colour
search engine	repetition	lens	search	debug	rotate
refine	count-controlled	mid-range	value	pattern	duplicate/copy
index	loop	long shot	criteria	repeat	zoom
bot	Crumble	moving subject	graph	repetition	select
ordering	controller	side by side	chart	count-controlled	align
links	switch	angle (high, low)	axis	loop	modify
algorithm	LED	normal	compare	value	layers
search engine		static	filter		order
					copy



optimisation (SEO) web crawler content creator selection ranking	Sparkle crocodile clips connect battery box program condition Input output selection action debug circuit power cell buzzer	zoom pan tilt storyboard filming review import split trim clip edit reshoot delete reorder export evaluate share	presentation	trace decompose procedure	paste group ungroup reuse reflection
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Owls Year B

Autumn		Spring		Summer	
The Internet	Making Quizzes	Photo Editing	Data Logging	Repetition in Games	Audio Production
internet network router security switch server wireless access point (WAP) website web page web address routing web browser World Wide Web content links	Selection, condition, true, false, count-controlled loop, outcomes, conditional statement, algorithm, program, debug, question, answer, task, design, input,	image edit digital crop rotate undo save adjustments effects colours hue saturation sepia vignette image retouch clone	data table layout input device sensor logger logging data point interval analyse dataset import export logged collection review conclusion	audio microphone speaker headphones input device output device sound podcast edit trim align layer import record playback selection load	Scratch programming sprite blocks code loop repeat value infinite loop count-controlled loop costume repetition forever animate event block



files	implement,	select	duplicate	save
use	test,	combine	modify	export
download	run,	made up	design	MP3
sharing	setup,	real	algorithm	evaluate
ownership	operator	composite	debug	feedback
permission		cut	refine	
information		copy	evaluate	
accurate		paste		
honest		alter		
content		background		
adverts		foreground		
		zoom		
		undo		
		font		



Peregrines Year A

Autumn		Spring		Summer	
Systems and Searching system connection digital input process storage output search search engine refine index bot ordering links algorithm search engine	Selection in Physical Computing microcontroller USB components connection infinite loop output component motor repetition count-controlled loop Crumble controller switch LED	Webpage Creation website web page browser media Hypertext Markup Language (HTML) logo layout header media purpose copyright fair use home page preview	Spreadsheets data collecting table structure spreadsheet cell cell reference data item format formula calculation spreadsheet input output operation range duplicate sigma	Sensing (Programming) Micro:bit MakeCode input process output flashing USB trace selection condition if then else variable random sensing accelerometer value compass	3D Modelling TinkerCAD 2-dimensional (2D) 3-dimensional (3D) shapes select move perspective view handles resize lift lower recolour rotate duplicate group cylinder cube

<p>optimisation (SEO) web crawler content creator selection ranking</p>	<p>Sparkle crocodile clips connect battery box program condition Input output selection action debug circuit power cell buzzer</p>	<p>evaluate device Google Sites breadcrumb trail navigation hyperlink subpage evaluate implication external link embed</p>	<p>propose question data set organised chart evaluate results sum comparison software tools</p>	<p>direction navigation design task algorithm step counter plan create code test debug</p>	<p>cuboid sphere cone prism pyramid placeholder hollow choose combine construct evaluate modify</p>
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Peregrines Year B

Autumn		Spring		Summer	
Communication communication protocol data address Internet Protocol (IP) Domain Name Server (DNS) Packet Header data payload chat explore slide deck reuse remix collaboration internet	Variables in Games variable, change name value set design event algorithm code task artwork program project code test debug improve	Video Production 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	Flat-file Databases database data information record field sort order group search value criteria graph chart axis compare filter	Making Quizzes Selection condition true false count-controlled loop outcomes conditional statement algorithm program debug question answer task design input	Vector Graphics vector drawing tools object toolbar vector drawing move resize colour rotate duplicate/copy zoom select align modify layers order copy



public	evaluate	zoom	presentation	implement	paste
private	share	pan		test	group
one-way	assign	tilt		run	ungroup
two-way	declare	storyboard		setup	reuse
one-to-one		filming		operator	reflection
one-to-many		review			
		import			
		split			
		trim			
		clip			
		edit			
		reshoot			
		delete			
		reorder			
		export			
		evaluate			
		share			