

Computing Vocabulary- Year 1

Unit 1.1: Online Safety and Exploring Purple Mash

Log in

Using a username and password to access a system.

Username

A name that is used by a person to access an online site.

Password

A series of letters, numbers and special characters that is entered after the username to access an online site. In Purple Mash, this can also be a series of pictures.

Log out

Leaving a computer system.

My Work

The place on Purple Mash where your work is stored. Only you and your teachers can access this.

Avatar

A digital picture to represent someone.

Notification

A system that lets you know if you have something to look at. On Purple Mash this is shown by a bell.

Topics

The area on Purple Mash that contains ready-made resources.

Tools

They are on Purple Mash with the different learning apps.

Save

Store your work as you create something so it can be accessed later.

Unit 1.2: Grouping and Sorting

Sort

Put things together by features they have in common.

Criteria

A way in which something is judged.

Unit 1.3: Pictograms

Pictogram

A diagram that uses pictures to represent data.

Data

Facts and statistics collected together that can provide information.

Collate

Collect and combine (texts, information, or data).

Unit 1.4: Lego Builders

Instruction

Information about how something should be done.

Algorithm

A precise, step-by-step set of instructions used to solve a problem or achieve an objective.

Computer

An electronic device for storing and processing data.

Program

To provide (a computer or other machine) with coded instructions.

Debug

To find and remove errors from computer hardware or software.

Unit 1.5: Maze Explorers

Direction

A course along which someone or something moves.

Challenge

A task or situation that tests someone's abilities.

Arrow

A mark or sign used to show direction or position.

Undo

Cancel or reverse an instruction.

Rewind

Move back several steps or to the start.

Forward

To move in the direction that one is facing or travelling.

Backwards

To move in the opposite direction to which one is facing.

Right turn

To move the object in a clockwise direction.

Left turn

To move the object in an anti-clockwise direction.

Debug

To find and remove errors from computer hardware or software.

Instruction

Information about how something should be done.

Algorithm

A precise, step-by-step set of instructions used to solve a problem or achieve an objective.

Unit 1.6: Animated Story Books

Animation

Process of giving the illusion of movement to drawings and models.

E-Book

Short for electronic book; a book that can be read on the computer or other electronic device.

Font

The style of text used in a piece of writing on the computer or tablet.

File

A piece of work on the computer.

Sound Effect

A sound other than speech or music made for use in a play, film or computer file.

Display Board

A way to share your work on Purple Mash.

Unit 1.7: Coding

Action

Types of commands, which are run on an object. They could be used to move an object or change a property.

Background

The part of the program design that shows behind everything else. It sets the scene for the story or game.

Button

An object on the screen, which can be clicked on.

Character

A type of object in 2Code that can be programmed to change actions or properties.

Code block

A group of commands that are joined together and are run when a specific condition is met or when an event occurs.

Code Design

A process of designing what a program will look like and what it will do.

Collision Detection

Detecting when two characters on the screen touch each other.

Coder

A person who writes computer code.

Coding

Writing instructions that can be interpreted by a computer to create a program.

Input

Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.

Command

A single instruction in a computer program.

Design Mode

Used to create the look of a 2Code computer program when it is run.

Object

An element in a computer program that can be changed using actions or properties.

Program

In 2Code this is several commands that run purposefully together.

Properties

All objects in 2Code have properties that can be changed in design or by writing code e.g. image, colour and scale properties.

Scale

The size of an object in 2Code.

Stop command

A command that stops a character moving.

When clicked

An event command. It makes code run when you click on something (or press your finger on a touchscreen).

Sound

In 2Code, this is a type of output command that makes a noise.

When Key

An event command. It makes code run when you press the specified key on the keyboard.

Computing Vocabulary- Year 2

Unit 1.8: Spreadsheets

Arrow keys

On a standard keyboard these can be used to move around the cells of a spreadsheet.

Backspace key

Use this key to delete the character before the current cursor position.

Cursor

An indicator on a computer screen identifying the point that will be affected by input from the user. Often a blinking vertical line.

Columns

Vertical reference points for the cells in a spreadsheet.

Cells

An individual section of a spreadsheet grid. It contains data or calculations.

Clipart

Simple pictures and symbols available for computer users to add to documents.

Count Tool

In 2Calculate, this counts the number of cells with a value that matches the value of the cell to the left of the tool.

Delete key

Use this key to remove the contents of a cell.

Image toolbox

Use this to insert images into cells.

Lock tool

This tool prevents cell values being changed.

Move cell tool

This tool makes a cell's contents moveable by drag-and-drop methods.

Rows

Horizontal reference points for the cells in a spreadsheet.

Speak Tool

This tool will speak the contents of a cell containing a number each time the value changes.

Spreadsheet

A computer program that represents information in a grid of rows and columns.

Unit 1.9: Technology Outside School

Technology

Science and engineering knowledge put into practical use to solve problems or invent useful tools.

Unit 2.1: Coding

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.

Bug

A problem in a computer program that stops it working the way it was designed.

Character

A type of object in 2Code that can be programmed to change actions or properties.

Code block

A group of commands that are joined together and are run when a specific condition is met or when an event occurs.

Code Design

A process of designing what your program will look like and what it will do.

Command

A single instruction in a computer program.

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.

Input

Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.

Object

An element in a computer program that can be changed using actions or properties.

Properties

In 2Code, all objects have properties that can be changed in design or by writing code e.g. image, colour and scale properties.

Repeat

This command can be used to make a block of commands run a set number of times or forever.

Scale

The size of an object in 2Code.

Timer

Use this command to run a block of commands after a timed delay or at regular intervals.

When clicked

An event command. It makes code run when you click on something (or press your finger on a touchscreen).

When Key

An event command. It makes code run when you press the specified key on the keyboard.

Unit 2.2: Online Safety

Search

Look for information (in a database or the World Wide Web) using a search engine.

Display Board

In Purple Mash, this is a tool that enables you to share work with a wide audience.

Internet

A way to send information from one computer to another anywhere in the world using technology such as phones, satellites and radio links.

Sharing

Post or repost (something) on a website.

Email

Messages distributed by electronic means from one computer user to one or more people.

Attachment

A digital file sent with an email.

Digital Footprint

The information about a person that exists on the Internet as a result of their online activity.

Unit 2.3: Spreadsheets

Backspace key

Use this key to delete the character before the current cursor position.

Copy and Paste

A way to copy information from the screen into the computer's memory and paste it elsewhere without re-typing.

Columns

Vertical reference points for the cells in a spreadsheet.

Cells

An individual section of a spreadsheet grid. It contains data or calculations.

Count Tool

In 2Calculate, this counts the number of cells with a value that matches the value of the cell to the left of the tool.

Delete key

Use this key to remove the contents of a cell.

Equals tool

Tests whether the entered calculation in the cells to the left of the tool has the correct answer in the cell to the right of the tool.

Image Toolbox

Use this to insert images into cells.

Lock tool

This tool prevents cell values being changed.

Move cell tool

This tool makes a cell's contents moveable by drag-and-drop methods.

Rows

Vertical reference points for the cells in a spreadsheet.

Speak Tool

This tool will speak the contents of a cell containing a number each time the value changes.

Spreadsheet

A computer program that represents information in a grid of rows and columns.

Unit 2.4: Questioning

Pictogram

A diagram that uses pictures to represent data.

Question

A sentence written or spoken to find information.

Data

Facts and statistics collected together that can provide information.

Collate

Collect and combine (texts, information, or data).

Binary Tree

A simple way of sorting information into two categories.

Avatar

An icon or figure representing a person in a video game, Internet forum or other online format.

Database

A computerised system that makes it easy to search, select and store information.

Unit 2.5: Effective Searching

Internet

A global computer network providing a variety of information and communication facilities, consisting of interconnected networks and computers.

Search

Look for information in a database or the World Wide Web using a search engine.

Search Engine

A program that searches for and identifies items on the World Wide Web.

Unit 2.6: Creating Pictures

Impressionism

The impressionist movement began in the 1860s and became most popular in the 1870s and 1880s. It differed from the common art of the time because it was not religious art, showing scenes from religious stories or specific events, but was just intended to capture a scene at a moment. The art gave an 'impression' of the scene.

Palette

Within computer graphics, this is the range of colours or shapes available to the user.

Pointillism

Pointillism was a development of impressionism. It was invented mainly by George Seurat and Paul Signac. Pointillist paintings are created by using small dots in different colours to build up the whole picture. Colours are placed near each other rather than mixed.

Share

An instance of posting or reposting something on a social media website or application.

Surrealism

Explored the subconscious areas of the mind. The artwork often made little sense as it was usually trying to depict a dream or random thoughts.

Template

Something that serves as a model for others to copy.

Unit 2.7: Making Music

Bpm

The number of beats played in a minute.

Composition

A creative work, especially a poem or piece of music.

Digitally

By means of digital or computer technology.

Instrument

An object or device for producing musical sounds.

Music

Vocal or instrumental sounds (or both) played alone or combined.

Sound Effects (Sfx)

A sound other than speech or music made artificially for use in a play, film, or piece of music.

Soundtrack

A recording of the musical accompaniment of a film.

Tempo

The speed at which a passage of music is, or should be, played.

Volume

How loud a piece of music is.

Unit 2.8: Presenting Ideas

Concept Map (Mind Map)

A tool for organising and representing knowledge. They form a web of ideas which are all interconnected.

Quiz

A test of knowledge, especially as a competition between individuals or teams as a form of entertainment.

Presentation

A speech or talk in which a new product, idea, or piece of work is shown and explained to an audience.

Node

A way to represent a concept or idea using text and/or images.

Animated

A process by which we see still pictures appear to move.

Non-Fiction

Informative or factual writing.

Narrative

A speech or talk in which a new product, idea, or piece of work is shown and explained to an audience.

Audience

The people giving attention to something.