

Computing Vocabulary- Year 3

Unit 3.1: 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.

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.

Event

Something that causes a block of code to be run.

Output

Information that comes out of the computer e.g. sound.

If

A conditional command. This tests a statement. If the condition is true, then the commands inside the block will be run.

Input

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

Repeat

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

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.

Timer

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

Computer simulation

A program that models a real-life situation.

Selection

This is a conditional/decision command. When selection is used, a program will choose a different outcome depending on a condition.

Variable

A named area in computer memory. A variable has a name and a value. The program can change this variable value.

Unit 3.2: Online safety

Password

A secret word, phrase or combination of letters, numbers and symbols that must be used to gain admission to a site or application such as a website.

Internet

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

Blog

A regularly updated website or web page, typically one run by an individual or small group, that is written in an informal or conversational style.

Concept map

A diagram that shows how different objects or ideas are related and connected.

Username

An identification used by a person with access to a computer, network, or online service.

Website

A set of related web pages located under a single name.

Webpage

A page online that makes up one screen of a website.

Spoof website

A website that uses dishonest designs to trick users into thinking that it represents the truth.

PEGI rating

A rating that shows what age a game is suitable for.

Unit 3.3: Spreadsheets

< > =

Symbols used to represent comparing two values: $a < b$ means 'a is less than b'. $a > b$ means 'a is greater than b'. $a = b$ means 'a is equal to b'. These can be combined, for example $a \leq b$ means 'a is equal to or less than b'.

Advance mode

A mode of 2Calculate in which the cells have references and can include formulae.

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.

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.

Spin Tool

Clicking on this in a cell will increase or decrease the value in the cell to the right by 1.

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.

Spreadsheet

A computer program that represents information in a grid of rows and columns. Any cell in the grid may contain either data or a formula that describes the value to be inserted based on the values in other cells.

Unit 3.4: Touch Typing

Posture

The correct way to sit at the computer.

Top row keys

The keys on the top row of the keyboard.

Home row keys

The keys on the middle row of the keyboard.

Bottom row keys

The keys on the bottom row of the keyboard.

Space bar

The bar at the bottom of the keyboard.

Unit 3.5: Email

Communication

The sharing or exchanging of information by speaking, writing, or using some other medium such as email.

Email

Messages sent by electronic means from one device to one or more people.

Compose

To write or create something.

Send

To make an email be delivered to the email address it is addressed to.

CC

A way of sending a copy of your email to other people so they can see the information in it.

Attachment

A file, which could be a piece of work or a picture, that is sent with the email.

Formatting

Allows you to change the way the text of an email looks. For example, you can make the text bold or underline it.

Report to the teacher

A way in 2Email to tell the teacher if you have received an email that makes you feel upset or scared.

Password

A secret word, phrase or combination of letters, numbers and symbols that must be used to gain admission to a site or application such as email.

Address book

A list of people who you regularly send an email to.

Save to draft

Allows you to save an email that you are working on and send it later.

Unit 3.6: Branching Databases

Branching database

A way to sort information by asking questions that are normally answered 'yes' or 'no'.

Data

Facts and statistics collected together for information.

Database

A collection of data organised in such a way that it can be searched, and information found easily. Database usually refers to data stored on computers.

Question

Something that is asked or written to try and gain information.

Unit 3.7: Simulations

Simulation

A computer simulation is a program that models a real-life situation. They let you try things out that would be too difficult or dangerous to do in real life.

Unit 3.8: Graphing

Graph

A diagram showing the value of objects.

Field

A part of a record.

Data

Facts and statistics collected together for reference

Bar chart

A graph in which the numerical amounts are shown by the height or length of lines or rectangles of equal width.

Block graph

A graph where a block represents one item.

Line graph

A graph where a line is used to show an amount.

Unit 3.9: Microsoft PowerPoint

Animation

Visual effects used on objects such as text boxes or pictures. They allow these objects to be brought on and off the slide in a certain way.

Audio

Any type of sound, such as music or voiceover.

Design Templates

A variety of ready-made templates with custom formatting (font, colour scheme etc.) which gives a certain look and feel.

Entrance Animation

The animation used to bring an object (such as a picture or text box) onto the slide.

Font

A set of type which shows words and numbers in a particular style and size.

Media

Images, videos or sounds which can be added to a presentation.

Presentation

A visual way of displaying information to an audience that is clear and engaging. It can contain text, images and videos.

Presentation Program

A computer program, such as PowerPoint, which is used to create a presentation.

Slide

A single page within a presentation.

Slideshow

A collection of pages arranged in sequence that contains text and images to present to an audience. Often referred to as a PowerPoint presentation.

Stock Image

Existing photos and images which are available and free to use.

Text Box

A box in which text can be inputted and formatted.

Text Formatting

When you change the format of text on a page, including the font, the size and whether it is bold, underlined or in italics.

Transition

The interesting effect used when one slide moves onto the next.

Computing Vocabulary- Year 4

Unit 4.1: Coding

Action

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

Code Design

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

Debug/Debugging

Looking for any problems in the code, fixing and testing them.

Flowchart Bug

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

If/Else

A conditional command. This tests a statement. If the condition is true, then the commands inside the 'if block' will be run. If the condition is not met, then the commands inside the 'else block' are run.

Repeat

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

Simulation

A model that represents a real or imaginary situation.

Alert

This is a type of output. It shows a pop-up of text on the screen.

Control

These commands determine whether parts of the program will run, how often and sometimes, when.

Design Mode

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

Get Input

This puts the text that a user types into the computer's temporary memory to be used to control the program flow.

Input

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

Selection

This is a conditional decision command. When selection is used, a program will choose a different outcome depending on a condition.

Timer

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

Algorithm

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

Command

A single instruction in a computer program.

Event

Something that causes a block of code to be run.

If

A conditional command. This tests a statement. If the condition is true, then the commands inside the block will be run.

Object

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

Computer simulation

A program that models a real-life situation.

Variable

A named area in computer memory. A variable has a name and a value. The program can change this variable value.

Unit 4.2: Online Safety

Computer virus

A piece of code which can copy itself and typically has a damaging effect on the device, such as corrupting the system or destroying data.

Digital footprint

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

Malware

Software that is specifically designed to disrupt, damage, or gain unauthorized access to a computer system.

Spam

Messages sent over the Internet, typically to many users, for the purposes of advertising, phishing or spreading malware.

Cookies

A small amount of data generated by a website and saved by a web browser. Its purpose is to remember information about the user.

Email

Messages sent by electronic means from one device to one or more people.

Phishing

Practice of sending email pretending to be from reputable companies in order to persuade individuals to reveal personal information, such as passwords and credit cards numbers.

Copyright

When the rights to something belong to a specific person.

Identity theft

When a person pretends to be someone else.

Plagiarism

When you use someone else's words or ideas and pass them off as your own.

Unit 4.3: Spreadsheets

Average Symbols used to represent comparing two values.	Advance mode A mode of 2Calculate in which the cells have references and can include formulae.	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.	Charts Use this button to create a variety of graph types for the data in the spreadsheet.
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.	Formula Use the formula wizard or type into the formula bar to create a formula in a cell, this will calculate the value for the cells based upon the value of other cells in the spreadsheet.	Formula Wizard The wizard guides you in creating a variety of formulae for a cell such as calculations, totals, averages, minimum and maximum for the selected cells.
Move cell tool This tool makes a cell's contents moveable by drag-and drop methods.	Random tool Click to give a random value between 0 and 9 to the cell.	Rows Vertical reference points for the cells in a spreadsheet.
Spin Tool Adds or subtracts 1 from the value of the cell to its right.	Spreadsheet A computer program that represents information in a grid of rows and columns. Any cell in the grid may contain either data or a formula that describes the value to be inserted based on the values in other cells.	Timer When placed in the spreadsheet, click the timer to adds 1 to the value of the cell to its right every second until it is clicked again.

Unit 4.4: Writing for different audiences

Font The style of writing one can uses when typing on a document.	Bold The make the text stand out.	Italic A style of formatting when the text is at an angle.
Underline To draw a line underneath the font.		

Unit 4.5: Logo

LOGO A text-based coding language used to control an onscreen turtle to create mathematical patterns.	BK Move backwards a distance of units. ←	FD Move forward a distance of units. →
RT Turn right a given number of degrees.	LT Turn left a given number of degrees.	REPEAT Repeat a set of instructions a specified number of times.
SETPC Set pen colour to a given colour.	SETPS Set the pen thickness.	PU Lift the pen up off the screen.
PD Put the pen back down on the screen.		

Unit 4.6: Animation

Animation

A process by which still pictures appear to move.

Background

A non-moving image that appears behind the animated images.

Frame

A single image in an animation.

Flipbook

A book with pictures drawn in a way that makes them appear to move when the pages are flicked.

Onion skinning

A process where the shadow image of the previous frame is present to help you line up the objects of the animation correctly.

Stop motion

A technique whereby the camera is repeatedly stopped and started, for example to give animated figures the impression of movement.

Play

Press this button to make the animation start.

Sound

Music or oral effects that can be added to the animation.

Video clip

A short piece of film or animation.

Unit 4.7: Effective Searching

Easter egg

An unexpected or undocumented feature in a piece of computer software or on a DVD, included as a joke or a bonus.

Internet

A global computer network providing a variety of information and communication facilities.

Internet browser

A software application used to locate and display Web pages.

Search

To look for information. In this case on the Internet.

Search engine

A program that searches for and identifies items in a database. Used especially for finding sites on the World Wide Web.

Spoof website

Website spoofing is the act of creating a website, as a hoax, with the intention of misleading readers that the website has been created by a different person or organisation.

Website

A set of related web pages located under a single domain name.

Unit 4.8: Hardware Investigators

Motherboard

A printed circuit board containing the main parts of a computer or other device, with connectors for other circuit boards to be slotted into.

CPU

The part of a computer in which operations are controlled.

RAM

Allows programs to store information to help the computer run more quickly.

Graphics card

A printed circuit board that controls the output to a display screen.

Network card

An electronic device that connects a computer to a computer network.

Monitor

A screen which displays an image generated by a computer.

Speakers

A device for letting you hear sounds generated by the computer.

Keyboard and mouse

External devices.

Unit 4.9 - Making Music

Pitch

How high or low the sound of a note is.

Rhythm

A pattern of long and short sounds and silences.

Pulse

The steady beat of a piece of music.

Tempo

How slow or fast a piece of music is.

Dynamics

How loud or quiet a sound is.

Melody

A sequence of notes which make up a tune.

Rippler

The tool which when clicked, begins the ripple of sound.

House Music

A style of electronic disco music which uses a range of different beats and synth sounds.

Texture

The way that different sounds and music elements are layered together to create a piece of music.