Computing Vocabulary- Year 5

Unit 5.1: Coding

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

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

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

Command
A single instruction in a computer program.

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

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.

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

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

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.

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.

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

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

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

Simulation
A model that represents a real or imaginary situation.

Unit 5.1: Coding (continued)

Sequence
This is when a computer program runs commands in order. In 2Code this can also include "repeat" or a timer.

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

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

Unit 5.2: Online Safety

Online safety
Refers to staying safe when having a presence online.

Smart rules
A set of rules based around the word SMART designed to help you stay safe when online.

Password
A string of characters that allows access to a computer system or service.

Reputable
Having a good reputation.

Encryption
The process of converting information or data into a code, especially to prevent unauthorized access.

Identity theft
The practice of using another person's name and personal information in order to obtain credit, loans, etc.

Shared image
A picture that is shared online for other people to see.

Plagiarism
The practice of taking someone else's work or ideas and passing them off as one's own.

Citations
A quotation from or reference to a book, paper, or author, especially in an academic work.

Reference
A mention of a source of information in a book or article including online.

Bibliography
A list of all the books and articles used in a piece of work.

Unit 5.3: 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 5.4: Databases

Avatar
An icon or figure representing a person in a video game, Internet forum, etc.

Binary tree (branching database)
A way to sort information by dividing the information into groups based upon questions with yes or no answers.

Charts
Representing information in a pictorial form.

Collaborative
Produced by, or involving, two or more parties working together.

Data
Facts and statistics collected together for information.

Database
A set of data that can be held in a computer in a format that can be searched and sorted for information.

Find
Search for information in a database.

Record
A collection of data about one item entered into a database.

Sort, Group and Arrange
Different ways to sort information in a database so it is easy to read, understand and interpret.

Statistics and reports
To produce information about data in a database.

Table
Sorting information into rows and columns.

Unit 5.5: Game Creator

Animation
Creating an illusion of movement.

Computer game
A game played using a computer, typically a video game.

Customise
Modify (something) to suit an individual or task.

Evaluation
The making of a judgement about the value of something.

Image
In this case, a picture displayed on the computer screen.

Instructions
Detailed information about how something should be done or operated.

Interactive
Responding to a user's input on a computer or device.

Screenshot
An image of the data displayed on the screen of a computer or mobile device.

Texture
High frequency detail or colour information on a computer-generated graphic.

Perspective
Representing three-dimensional objects on a two-dimensional surface to give the right impression of their height, width, depth, and position in relation to each other.

Playability
A measure of either the ease by which a video game may be played, or of the overall quality of its gameplay.

Unit 5.6: 3D Modelling

CAD
Computer aided Design – A CAD computer program or app allows you to design a 3D object or environment in 2D and visualise it in 3D on the screen from many angles.

Modelling
The activity of making models.

3D
Something that has three dimensions; height, width and depth.

Viewpoint
A person's opinion or physical point of view.

Polygon
An object with at least three straight sides and angles, and typically five or more.

2D
Something that has only two dimensions; height and width.

Net
A pattern that you can cut and fold to make a model of a solid shape.

3D Printing
The action or process of making a physical object from a three-dimensional digital model, typically by laying down many thin layers of a material in succession.

Points
An exact position or location on a 2Dsurface.

Template
Something that serves as a model for others to copy.

Unit 5.7: Effective Searching

Audience
People giving attention to something.

Collaboratively
Something that is produced by, or involves, two or more parties working together.

Concept
An idea.

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

Connection
A relationship or link between two nodes or ideas.

Idea
An opinion or belief.

Node
A way to represent concepts or ideas.

Thought
An idea or opinion produced by thinking or occurring suddenly in the mind.

Visual
A picture, piece of film or display used to illustrate or accompany something.

Unit 5.8: Microsoft Word

Copyright
When an image, logo or idea has a legal right to not be copied or used without the owner's permission.

Cursor
The flashing vertical line that shows your place in a Word document.

Document
A type of file which shows written information and/or images and sometimes charts and tables.

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

In-built styles
A bank of ready-made styles which you can use to make sure your style (font, header, spacing, size etc) is consistent throughout the document.

Merge cells
A tool you can use when making a table to join cells which are next to each other in columns or rows.

Paragraph formatting
When you change the format of the text in a paragraph, including how the text is aligned and spaced.

Readability
How easy and pleasant it is to read and understand a document.

Template
A ready-made outline of a document you might want to adapt, such as a letter or certificate.

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

Text wrapping
A feature which helps you place and position an image neatly on a page or within a paragraph of text.

Word Art
A way to treat text as a graphic so that you can add special effects to text.

Word Processing tool
A programme which allows you to write, edit and print different documents.

Unit 6.1: Coding

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

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

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

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.

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

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

Event
Something that causes a block of code to be run.

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

Function
A type of procedure or routine.

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

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

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.

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.

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

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

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

Simulation
A model that represents a real or imaginary situation.

Tabs
Allows you to move between blocks of code on different pages.

Unit 6.1: Coding (continuted)

Sequence
This is when a computer program runs commands in order. In 2Code this can also include "repeat" or a timer.

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

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

Unit 6.2: Online Safety

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

Password
A string of characters that allow access to a computer system or service.

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

Phishing
The 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.

Screen time
Time spent using a device such as a computer, television, or games console.

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

Unit 6.3: Spreadsheets

Average
Symbols used to represent comparing two values.

Columns
Vertical reference points for the cells in a spreadsheet.

Count (how many) tool
Counts the number of whatever value object is in the cell to its immediate left and puts the answer in the cell to its immediate right.

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.

Random tool
Click to give a random value between 0 and 9 to the cell.

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.

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

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

Dice
When clicked, this will simulate a dice roll by switching to one of the faces of a die.

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.

Rows
Vertical reference points for the cells in a spreadsheet.

Timer
When placed in the spreadsheet, clicking the timer adds 1 to the value of the cell to its right every second until it is clicked again.

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

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.

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

Spin Tool
Adds or subtracts 1 from the value of the cell to its right.

Unit 6.4: Databases

Audience
In this case, the readership of the blog.

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.

Blog page
A webpage onto which blog posts are hosted.

Blog post
A piece of writing or other item of content published on a blog.

Collaborative
Produced by or involving two or more parties working together.

Icon
A symbol or graphic representation on a screen.

Unit 6.5: Text Adventures

Text-based adventure
A computer game that uses text instead of graphics.

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

Debug
Identify and remove errors from (computer hardware or software).

Sprite
A computer graphic which may be moved on-screen.

Function
In this context, a section of code that gets run when it is called from the main code. A function in a program is usually a piece of code that gets run lots of times.

Unit 6.6: Networks

Internet
A global computer network providing a variety of information and communication facilities, consisting of interconnected networks using standardized communication protocols.

World Wide Web
An information system on the Internet which allows documents to be connected to other documents by hypertext links, enabling the user to search for information by moving from one document to another.

Network
Several interconnected computers, machines, or operations.

Router
A device which forwards data packets to the appropriate parts of a computer network.

Local area network (LAN)
A computer network that links devices within a building or group of adjacent buildings, especially one with a radius of less than 1 km.

Wide area network (WAN)
A computer network in which the computers connected may be far apart, generally having a radius of more than 1 km.

Network cables
Used to connect and transfer data and information between computers and routers.

Wireless
The ability to transmit data from one device to another without using wires.

Unit 6.7: Quizzing

Audience
The people giving attention to something.

Collaboration
The action of working with someone to produce something.

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

Database
A structured set of data held in a computer, especially one that is accessible in various ways.

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

Unit 6.8: Binary

Base 10
The number system commonly used in day-to-day life. Using the digits 0,1,2,3,4,5,6,7,8,9 to make all number values. Also known as decimal or denary.

Base 2
A number system based only on the numerals 0 and 1. Also known as binary. The digits 1 and 0 used in binary reflect the on and off states of transistors.

Binary
See Base-2.

Decimal
See Base-10.

Bit
A single 0 or 1 in the binary system.

Byte
8 bits.

Gigabyte (GB)
1024 MB.

Denary
See Base-10.

Digit
A single integer used to show a number.

Machine code
The code that signals to a computer which transistors should be on or off. Machine code is written in binary.

Integer
Any whole number. This includes negative and positive numbers but not fractions or decimals.

Kilobyte (KB)
1024 bytes.

Switch
A component that can be one of two states at any time: on or off.

Nibble
4 bits.

Megabyte (MB)
1024 KB.

Variable
A variable is used in programming to keep track of things that can change while a program is running. A variable must have a name. The value of the variable is the information to store.

Tetrabyte (TB)
1024 GB.

Transistor
A tiny switch that is activated by the electronic signals it receives.

Unit 6.9: Microsoft Excel

Alignment
How the contents of a cell is lined up and arranged.

Calculate
Excel's ability to complete calculations in a cell by using the = sign.

Cell
Each box on a spreadsheet is a cell. It can contain a variety of data such as letters, numbers, symbols and calculations.

Cell reference
The letter and number combination which shows a cells location on the page.

Chart
A tool which is used to display information in the form of a chart or graph.

Column
The letter labelled columns going vertically down the sheet.

Formula(e)
A group of letters, numbers or other symbols which represent a mathematical rule. It allows Excel to carry out calculations quickly.

Function
Ready-made mathematical formulas which help you quickly carry out calculations.

Range
A collection of selected cells. E.g. all the numbers you want to appear in a calculation.

Row
The numbered rows going horizontally across the sheet.

Spreadsheet
The main part of the page of a software tool used to organise information.

Style
How the contents of a cell is presented.

Sum
A function which adds together the totals in a range of cells.

Value
What the data in a cell represents. This could be certain text e.g. blue/green, a date or a number.

Workbook
A file can contain more than one 'sheet'. The complete file is called a spreadsheet workbook.

Text wrapping
This displays the cells contents on multiple lines rather than one long line, allowing all the contents to be shown.