

Year A KS1



Computing Vocabulary - Unit: 2.2 Online safety

Key Vocabulary

Attachment

A computer file sent with an email.

Digital footprint

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

Email

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

Filter

A feature of search engines, where a user can filter results according to criteria. For example, news, date published.

Personal information

This is information that is personal to someone. For example, their favourite food, their name and age.

Internet

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

Secure

Users online should take steps to help keep their personal and private information secure.

Private information

This is personal information that should be kept secure. For example, their date of birth, their full address, credit card numbers.

Search

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

Sharing

Post or repost (something) on a website.



Computing Vocabulary - Unit: 1.7 Coding

Instructions

Detailed information about how something should be done.

Properties

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

Scene

The background and objects together create a scene.

Object

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

Run

To cause the instruction in a program to be carried out.

Sound

This is a type of output command that makes a noise.

Output

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

Scale

The size of an object in 2Code.

When clicked

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



Computing Vocabulary - Unit: 2.1 Coding

Implement

When a design is turned into a program using coding.

Instructions

Detailed information about how something should be done or operated.

Interaction

When objects perform actions in response to each other e.g. a frog turning into a monkey when it collides with a tree.

Interval

In a timer, this is the length of time between the timer code running and the next time it runs e.g. every 1 second.

Object

Items in a program that can be given instructions to move or change in some way (action).

Output

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

Properties

These determine the look and size of an object. Each object has properties such as the image, scale and position of the object.

Run

Clicking the Play button to make the computer respond to the code.



Computing Vocabulary - Unit: 1.4 Lego Builders

Algorithm

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

Code

Instructions that a programmer enters into a computer that cause the computer to perform a certain way.

Computer

An electronic device for storing and processing data.

Debugging

To find and remove errors from computer hardware or software.

Instructions

Detailed information about how something should be done or operated.

Program

An algorithm that has been coded into something that can be run by a machine, e.g., a computer or a robot.



Computing Vocabulary - Effective Searching Unit: 2.5

Digital Footprint

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

Domain

Part of the Internet owned by an individual, company or organisation.

Internet

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

Network

Connected devices that can send and receive information, voice and video.

Search Engine

A program to help you find web pages on the Internet.

Web Address

Identifying address for a file or web page on the Internet. Also known as URL.

Web Page

A single page which can include images, videos and charts.

World Wide Web

The web pages and documents you see when you are browsing online. It is just one part of the Internet.

Web Site

A collection of web pages that belong to one domain.



Computing Vocabulary - Unit: 1.2 Grouping and Sorting

Key Vocabulary



Criteria



A way in which something is judged.



Groups



Objects arranged and put together because they have features in common.



Sort



Put things together by features they have in common.



Computing Vocabulary - Spreadsheets Unit: 1.8

Button

An object you click that performs an action. E.g. print.

Clip-art

A library of images that a user can choose from and insert in a file.

Data

A collection of information, used to help answer questions.

Lock cell

This feature lets a user lock a cell so its contents can't be deleted.

Speak tool

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

Calculations

Maths calculations can be entered into a cell. For example the total of two cells can be added together using a calculation that appears in a new cell.

Column

Boxes running vertically in a spreadsheet.

Delete

Removes contents such as the contents in a cell.

Move cell

The move tool lets a user move the contents of a cell to a new cell.

Spreadsheet

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

Cell

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.

Image

A drawing or photograph that users can import into a file.

Row

Boxes running horizontally in a spreadsheet.

Value

Images can have values given to them. For example, an apple could be given a value of 1 and a pear a value of 2.



Computing Vocabulary - Unit: 2.3 Spreadsheets

Block Graph

This is a type of graph that displays data with blocks. These can be made using cells, colours and labels in 2Calculate.

Copy

This feature copies the contents of highlighted cells without deleting the contents of them into a clipboard.

Drag

Contents of a cell can be dragged to another cell using the drag tool in 2Calculate.

Label

A way to identify data in a spreadsheet. For example a label heading for ice cream flavours children like.

Table

Tables can be created in 2Calculate, these have headings and are a neat way to display data.

Cell

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 of the cell to the left of the tool.

Equals

This symbol can be used in 2Calculate to find the answer to a calculation.

Row

Boxes running horizontally in a spreadsheet.

Total

In 2Calculate the total tool will calculate the total of all cells above, below or next to it dependent on which total tool used.

Column

Boxes running vertically in a spreadsheet.

Data

A collection of information, used to help answer questions.

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.

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Computing Vocabulary - Unit: 1.5 Maze explorers

Algorithm

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

Challenge

A task to be completed.

Command

An action such as left command.

Direction

The path that something travels. For example, a robot moving forwards, backwards or diagonal.

Instruction

Detailed information about how something should be done or operated.

Left and Right

A position which relates to something. For example, make the fish move left of the screen.

Route

A path an object or thing takes to get somewhere.

Undo

If we make a mistake, we can press the undo button.

Unit

A unit such as make the turtle move 2 units (squares).



Computing Vocabulary - Unit: 2.7 Making Music

Beat

A rhythmic unit in music.

Compose

To create a piece of music.

Note

A single tone in music.

Tune

Musical notes joined together to make a melody.

Sound Effect

A sound other than speech or music.

Soundtrack

A recording of the musical accompaniment of a film or tv programme.

Speed

The number of beats per minute (bpm) played in the music.

Tempo

The speed at which the music plays.

Volume

How loud or quiet the music is.

Year B KS1



Computing Vocabulary - Unit: 1.1 Online safety

Alert

A system that lets you know if you have something to look at.

Avatar

A digital picture to represent someone.

Button

An area where you click to make something happen.

Device

A piece of electrical equipment made for a purpose.

File Name

The name given to an online piece of work.

Icon

An image on a web page that you can click on to navigate to somewhere.

Log in

Using a username and password to access a system.

Log out

Leaving a computer system.

Menu

A button which gives the user different options.

My Work Area

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

Notification

A message telling you about something.

Private

Keeping information restricted from other people.

Password

A series of letters, numbers and special characters that is entered after the username to access an online site.



Computing Vocabulary - Unit: 2.1 Coding

Implement

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Instructions

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Interaction

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Computing Vocabulary - Unit: 1.7 Coding

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Computing Vocabulary - Unit: 2.1 Creating Pictures

Key Vocabulary

Art

A visual form of creative activity and imagination.

Palette

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

Style

A particular way in which something looks or is formed.

Fill

Causing an area to become full, in this case, of colour.

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.

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 wasn't 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.

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.



Computing Vocabulary - Unit: 1.6 Animated story books

Animation

An object that moves on screen.

Background

An image inserted into a file that sits behind text, objects, or buttons.

Clip-art Gallery

A place in software such as 2Create a Story where a library of images can be found and inserted into a file.

E-book

A book that can be read on the computer or on a tablet.

Edit

Edit means to change something. For example, change some text to improve it.

Font

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

Sound

Sounds can be uploaded into software from a file or created.

Sound Effect

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

Text

Words, letters, numbers or symbols entered into a computer, such as writing text in 2Create a Story.



Computing Vocabulary - Unit: 2.4 Questioning

Binary Tree

A simple way of sorting information into two categories.

Data

A collection of information, used to help answer questions.

Database

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

Field

A single piece of data in a database which makes up a record.

Pictogram

A diagram that uses pictures to represent data.

Question

A sentence written or spoken to find information.

Record

An item in a database with a variety of information about a specific entry.

Search

Looking for specific information. On a database, you can use the 'Find' tool.

Sort

Put things together by features they have in common.

Computing Vocabulary - Unit: 1.9 Technology outside school



Computer

An electronic device for storing and processing data.



Technology

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





Computing Vocabulary - Unit: 1.8 Spreadsheets

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Computing Vocabulary - Unit: 1.3 Pictograms



Collect Data

Gathering facts and information.



Compare

Looking at what is the same and what is different.



Data

A collection of information, used to help answer questions.



Pictogram

A diagram that uses pictures to represent data.



Record Results

Writing down what you have found out.



Title

The name given to a piece of work.

