Computing Vocabulary- KS1

Adapted from Purple Mash

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Digital Literacy **Unit 1.1 – Online Safety** **Unit 1.9- Technology outside School**	• 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. • Filter: A way of removing information you are not interested in. • Home Screen: The home screen of a website is like the front page and contents page of a book. • Icon: An image on a web page that you can click on to navigate to somewhere. • Login: Using a username and password to access a system. • Log out: Leaving a computer system. • Menu: A button which gives the user different options. • Notification: A message telling you about something.

	• 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. • Saving: Store your work as you create something so it can be accessed later. • Search: A way of finding specific resources you want to look at. . • Typing: The action of writing something on a computer. . • Technology: Science and engineering knowledge put into practical use to solve problems or invent useful tools.
Computer Science **Unit 1.2 – Grouping and Sorting** **Unit 1.4- Lego Builders** **Unit 1.5- Maze Explorers** **Unit 1.7- Coding**	• Criteria: A way in which something is judged. • Describe: To give a detailed account of something. • Equal: When two amounts are the same. • Groups: Objects arranged and put together because they have features in common. • Sort: Put things together by features they have in common. • 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. • Machine: A moving mechanical device made to do a task, making work easier for people. • Program: An algorithm that has been coded into something that can be run by a machine, e.g., a computer or a robot. . • Sequence: Putting things in an order which follows on from one thing to the next • Challenge: A task to be completed.

• Command: An action such as left command.

• Delete: Removes something such as an instruction.

• 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).

• Action: the way that objects change when programmed to do so. For example, move

• Click: This describes the action of clicking a mouse pointer on the screen or tapping with a finger on a touch screen.

• Code blocks: A way to write code using blocks which each have an object or an action

• Coding: writing instructions that the computer can process (understand) to make programs (software). • Code view: The view in 2Code that shows the coding blocks used to make the program.

. • Design View: The view in 2Code that shows what the program looks like to the user.

• Event: An occurrence that causes a block of code to be run. The event could be the result of user action such as the user pressing a key or clicking the screen. In 2Code, the event commands are used to create blocks of code that are run when events happen.

• Execute: This is the proper word for when you run the code. We say, 'the program (or code) executes.'

• 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 that comes out of the speakers.

	• Plan: When coding, a plan means including the objects and actions into a written document that shows what the program should look like (the design) and what the objects should do (the actions). • Programmer: A person who writes computer programs. Sometimes called a coder. • 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: This is what you do when you click the Play button in 2Code: The program runs. • Scale: This is a property of an object that changes its size. • Scene: In 2Code, this is the combination of the background and objects in a program. • Software: The programs that run on a computer that are used by people to do things. For example, write, draw or play games. • Sound: An output from the computer that makes a noise. • When Clicked: An event command that is triggered when an object is clicked on.
Information Technology **Unit 1.3- Pictograms** **Unit 1.6 – Animation Story books** **Unit 1.8 Spreadsheets**	• 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. • Totals: The whole number or amount of something. • Visual: Using your eyes to see something. • Animation: An object that moves on screen.

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

• Category: A place where similar files are found. For example, Animals Category where animal images can be found.

• 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.

• Copy: A feature that lets users copy things like text, images, sounds.

• Drop-down menu: A menu where a list of choices is displayed.

• 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.

• Eraser: In some software like 2Create a Story, erasers are used to remove unwanted drawn images.

• Features: In 2Create a Story there are features such as animation and sound.

• 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.
• Overwrite: When opening a previous file, users can make changes and save, which overwrites the file.

. • Paste: A feature that pastes copied items.

• Play Mode: A mode that plays a file such as 2Create a Story.

• Redo: If a user has clicked undo by mistake, they can click on redo.

• 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.

• Voice recording: In software such as 2Create a story, users can record their voice and insert it into the file.

• Button: An object you click that performs an action. E.g., print.

- 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.

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

- Clip-art: A library of images that a user can choose from and insert in a file.

- Column: Boxes running vertically in a spreadsheet.

- Data: A collection of information, used to help answer questions.

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

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

- Move cell: The move tool in 2Calculate lets a user move the contents of a cell to a new cell.

- Row: Boxes running horizontally in a spreadsheet.

- Select: A user can select one or more cells and perform an action such as lock all selected cells.

- 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.

- 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.