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.

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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.

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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.

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

Algorithm
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.

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

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

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

Command
A single instruction in a computer program.

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

Debugging
Finding a problem in the code and fixing it.

Event
Something that causes a block of code to be 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
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.

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

Scene
The background and objects together create a scene.

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

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Unit 1.8: Spreadsheets

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

Columns
Vertical reference points for the cells in a spreadsheet.

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.

Lock tool
This tool prevents cell values being changed.

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

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

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.

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

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

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

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

Image toolbox
Use this to insert images into cells.

Rows
Horizontal reference points for the cells in a spreadsheet.

Unit 1.9: Technology Outside School

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

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