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.

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.

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.

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 =< 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 3.9: Microsoft PowerPoint

Animation
Visual effects used on objects such as text boxes or pictures. They allow these objects to be bought 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.