

# 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.

### Alert

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

### Collision Detection

Detecting when two characters on the screen touch each other.

### Develop

The process of designing programs and writing code.

### Nesting

When you write a command inside something else e.g. a block of commands could be nested inside a timer.

### Plan

Set out what you would like the program to do before it is written.

### Repeat

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

### Sequence

When a computer program runs commands in order.

### Scene

A visual aspect of a program.

### Algorithm

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

### Blocks of Command

A series of a few code instructions.

### Debug/Debugging

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

### Execute

To run a computer program.

### Object

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

### Predict

Say what you think will happen when a piece of code is run.

### Properties

In 2Code, all objects have properties that can be changed in design or by writing code e.g. image, colour and scale properties.

### Sound

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

### Test

When code is run to check that it works correctly.

### Background

The part of the program design that shows behind everything else. It sets the scene for the story or game.

### Button

An object that can trigger an event in response to being clicked.

### Command

A single instruction in a computer program.

### Event

Something that causes a block of code to be run.

### Flowchart

A diagram which represents an algorithm.

### Output

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

### Procedure

A set of coded instructions that perform a certain task.

### Timer

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

### Values

Usually a number, a single character or a string of characters.

## 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  $a \leq b$  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 3.6: Branching Databases

### Branching database

A way to sort information by asking questions that are normally answered 'yes' or 'no'.

### Data

Facts and statistics collected together for information.

### Database

A collection of data organised in such a way that it can be searched, and information found easily. Database usually refers to data stored on computers.

### Question

Something that is asked or written to try and gain information.

## Unit 3.7: Simulations

### Simulation

A computer simulation is a program that models a real-life situation. They let you try things out that would be too difficult or dangerous to do in real life.

## Unit 3.8: Graphing

### Graph

A diagram showing the value of objects.

### Field

A part of a record.

### Data

Facts and statistics collected together for reference

### Bar chart

A graph in which the numerical amounts are shown by the height or length of lines or rectangles of equal width.

### Block graph

A graph where a block represents one item.

### Line graph

A graph where a line is used to show an amount.

## Unit 3.9: Presenting with Microsoft PowerPoint / Google Slides

### Animation

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