

Computing Vocabulary - Year 2

Unit 2.1: 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.

Background

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

Button

A object on the screen which can be clicked on.

Collision Detection

Detecting when two characters on the screen touch each other.

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.

Key Pressed

Pushing down a key on the device's keyboard.

Nesting

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

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.

Scale

The size of an object in 2Code.

Properties

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

Scene

A visual aspect of a program.

When clicked/swiped

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

Sequence

When a computer program runs commands in order.

Test

When code is run to check that it works correctly.

Text

Typed letters on the screen.

Timer

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

Unit 2.2: Online Safety

Search

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

Display Board

In Purple Mash, this is a tool that enables you to share work with a wide audience.

Internet

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

Sharing

Post or repost (something) on a website.

Email

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

Attachment

A digital file sent with an email.

Digital Footprint

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

Unit 2.3: Spreadsheets

Backspace key

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

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.

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.

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.

Image Toolbox

Use this to insert images into cells.

Lock tool

This tool prevents cell values being changed.

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.

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.

Unit 2.4: Questioning

Pictogram

A diagram that uses pictures to represent data.

Question

A sentence written or spoken to find information.

Data

Facts and statistics collected together that can provide information.

Collate

Collect and combine (texts, information, or data).

Binary Tree

A simple way of sorting information into two categories.

Avatar

An icon or figure representing a person in a video game, Internet forum or other online format.

Database

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

Unit 2.5: Effective Searching

Internet

A global computer network providing a variety of information and communication facilities, consisting of interconnected networks and computers.

Search

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

Search Engine

A program that searches for and identifies items on the World Wide Web.

Unit 2.6: Creating Pictures

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 was not 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.

Palette

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

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.

Share

An instance of posting or reposting something on a social media website or application.

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.

Template

Something that serves as a model for others to copy.

Unit 2.7: Making Music

Bpm

The number of beats played in a minute.

Composition

A creative work, especially a poem or piece of music.

Digitally

By means of digital or computer technology.

Instrument

An object or device for producing musical sounds.

Music

Vocal or instrumental sounds (or both) played alone or combined.

Sound Effects (Sfx)

A sound other than speech or music made artificially for use in a play, film, or piece of music.

Soundtrack

A recording of the musical accompaniment of a film.

Tempo

The speed at which a passage of music is, or should be, played.

Volume

How loud a piece of music is.

Unit 2.8: Presenting Ideas

Concept Map (Mind Map)

A tool for organising and representing knowledge. They form a web of ideas which are all interconnected.

Quiz

A test of knowledge, especially as a competition between individuals or teams as a form of entertainment.

Presentation

A speech or talk in which a new product, idea, or piece of work is shown and explained to an audience.

Node

A way to represent a concept or idea using text and/or images.

Animated

A process by which we see still pictures appear to move.

Non-Fiction

Informative or factual writing.

Narrative

A speech or talk in which a new product, idea, or piece of work is shown and explained to an audience.

Audience

The people giving attention to something.