

# 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.

## 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.

## 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.

## Unit 1.7: Coding

### 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.

### Code

Instructions written using symbols and words that can be interpreted by a computer.

### Command

A single instruction in a computer program.

### Debug/ Debugging

Finding a problem in the code and fixing it.

### Event

Something that causes a block of code to be run.

### Execute

To run a computer program.

### Input

Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.

### Instructions

Detailed information about how something should be done.

### Object

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

### Properties

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

### Output

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

### Run

To cause the instruction in a program to be carried out.

### Sound

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

### Scale

The size of an object in 2Code.

### When clicked

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

### Scene

The background and objects together create a scene.

## Unit 1.8: Spreadsheets

### Arrow keys

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

### Backspace key

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

### Cursor

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

### Columns

Vertical reference points for the cells in a spreadsheet.

### Cells

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

### Clipart

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

### 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.

### 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

Horizontal 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 1.9: Technology Outside School

### Technology

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