Computing Vocabulary- Year 5

Unit 5.1: Coding

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

Bug
A problem in a computer program that stops it working the way it was designed.

Control
These commands determine whether parts of the program will run, how often and sometimes, when.

Event
Something that causes a block of code to be run.

If/Else
A conditional command. This tests a statement. If the condition is true, then the commands inside the 'if block' will be run. If the condition is not met, then the commands inside the 'else block' are run.

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

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

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

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

Get Input
This puts the text that a user types into the computer's temporary memory to be used to control the program flow.

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

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

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

Command
A single instruction in a computer program.

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

If
A conditional command. This tests a statement. If the condition is true, then the commands inside the block will be run.

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

Selection
This is a conditional/decision command. When selection is used, a program will choose a different outcome depending on a condition.

Simulation
A model that represents a real or imaginary situation.

Unit 5.1: Coding (continued)

Sequence
This is when a computer program runs commands in order. In 2Code this can also include "repeat" or a timer.

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

Variable
A named area in computer memory. A variable has a name and a value. The program can change this variable value.

Unit 5.2: Online Safety

Online safety
Refers to staying safe when having a presence online.

Smart rules
A set of rules based around the word SMART designed to help you stay safe when online.

Password
A string of characters that allows access to a computer system or service.

Reputable
Having a good reputation.

Encryption
The process of converting information or data into a code, especially to prevent unauthorized access.

Identity theft
The practice of using another person's name and personal information in order to obtain credit, loans, etc.

Shared image
A picture that is shared online for other people to see.

Plagiarism
The practice of taking someone else's work or ideas and passing them off as one's own.

Citations
A quotation from or reference to a book, paper, or author, especially in an academic work.

Reference
A mention of a source of information in a book or article including online.

Bibliography
A list of all the books and articles used in a piece of work.

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Average
Symbols used to represent comparing two values.

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.

Charts
Use this button to create a variety of graph types for the data in the spreadsheet.

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.

Formula
Use the formula wizard or type into the formula bar to create a formula in a cell, this will calculate the value for the cells based upon the value of other cells in the spreadsheet.

Formula Wizard
The wizard guides you in creating a variety of formulae for a cell such as calculations, totals, averages, minimum and maximum for the selected cells.

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

Random tool
Click to give a random value between 0 and 9 to the cell.

Rows
Vertical reference points for the cells in a spreadsheet.

Spin Tool
Adds or subtracts 1 from the value of the cell to its right.

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.

Timer
When placed in the spreadsheet, click the timer to adds 1 to the value of the cell to its right every second until it is clicked again.

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Unit 5.4: Databases

Avatar
An icon or figure representing a person in a video game, Internet forum, etc.

Binary tree (branching database)
A way to sort information by dividing the information into groups based upon questions with yes or no answers.

Charts
Representing information in a pictorial form.

Collaborative
Produced by, or involving, two or more parties working together.

Data
Facts and statistics collected together for information.

Database
A set of data that can be held in a computer in a format that can be searched and sorted for information.

Find
Search for information in a database.

Record
A collection of data about one item entered into a database.

Sort, Group and Arrange
Different ways to sort information in a database so it is easy to read, understand and interpret.

Statistics and reports
To produce information about data in a database.

Table
Sorting information into rows and columns.

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Unit 5.5: Game Creator

Animation
Creating an illusion of movement.

Computer game
A game played using a computer, typically a video game.

Customise
Modify (something) to suit an individual or task.

Evaluation
The making of a judgement about the value of something.

Image
In this case, a picture displayed on the computer screen.

Instructions
Detailed information about how something should be done or operated.

Interactive
Responding to a user's input on a computer or device.

Screenshot
An image of the data displayed on the screen of a computer or mobile device.

Texture
High frequency detail or colour information on a computer-generated graphic.

Perspective
Representing three-dimensional objects on a two-dimensional surface to give the right impression of their height, width, depth, and position in relation to each other.

Playability
A measure of either the ease by which a video game may be played, or of the overall quality of its gameplay.

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Unit 5.6: 3D Modelling

CAD
Computer aided Design – A CAD computer program or app allows you to design a 3D object or environment in 2D and visualise it in 3D on the screen from many angles.

Modelling
The activity of making models.

3D
Something that has three dimensions; height, width and depth.

Viewpoint
A person's opinion or physical point of view.

Polygon
An object with at least three straight sides and angles, and typically five or more.

2D
Something that has only two dimensions; height and width.

Net
A pattern that you can cut and fold to make a model of a solid shape.

3D Printing
The action or process of making a physical object from a three-dimensional digital model, typically by laying down many thin layers of a material in succession.

Points
An exact position or location on a 2Dsurface.

Template
Something that serves as a model for others to copy.

Unit 5.7: Effective Searching

Audience
People giving attention to something.

Collaboratively
Something that is produced by, or involves, two or more parties working together.

Concept
An idea.

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

Connection
A relationship or link between two nodes or ideas.

Idea
An opinion or belief.

Node
A way to represent concepts or ideas.

Thought
An idea or opinion produced by thinking or occurring suddenly in the mind.

Visual
A picture, piece of film or display used to illustrate or accompany something.

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Unit 5.8: Microsoft Word

Copyright
When an image, logo or idea has a legal right to not be copied or used without the owner's permission.

Cursor
The flashing vertical line that shows your place in a Word document.

Document
A type of file which shows written information and/or images and sometimes charts and tables.

Font
A set of type which shows words and numbers in a particular style and size.

In-built styles
A bank of ready-made styles which you can use to make sure your style (font, header, spacing, size etc) is consistent throughout the document.

Merge cells
A tool you can use when making a table to join cells which are next to each other in columns or rows.

Paragraph formatting
When you change the format of the text in a paragraph, including how the text is aligned and spaced.

Readability
How easy and pleasant it is to read and understand a document.

Template
A ready-made outline of a document you might want to adapt, such as a letter or certificate.

Text formatting
When you change the format of text on a page, including the font and the size and whether it is bold, underlined or in italics.

Text wrapping
A feature which helps you place and position an image neatly on a page or within a paragraph of text.

Word Art
A way to treat text as a graphic so that you can add special effects to text.

Word Processing tool
A programme which allows you to write, edit and print different documents.

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