

Computing Vocabulary - Year 4

Unit 4.1: 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.

Debug/Debugging

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

Flowchart

A diagram which represents an algorithm.

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.

Repeat

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

Repeat Until

This command can be used to make a block of commands run until something certain happens.

Sequence

When a computer program runs commands in order.

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.

Design Mode

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

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.

Nesting

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

Selection

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

Timer

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

Algorithm

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

Co-ordinates

Numbers which determine the position of a point, shape or object in a particular space.

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.

Object

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

Output

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

Prompt

A question or request asked in coding to obtain information from the user in order to select which code to run.

Variable

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

Unit 4.2: Online Safety

Computer virus

A piece of code which can copy itself and typically has a damaging effect on the device, such as corrupting the system or destroying data.

Cookies

A small amount of data generated by a website and saved by a web browser. Its purpose is to remember information about the user.

Copyright

When the rights to something belong to a specific person.

Digital footprint

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

Email

Messages sent by electronic means from one device to one or more people.

Identity theft

When a person pretends to be someone else.

Malware

Software that is specifically designed to disrupt, damage, or gain unauthorized access to a computer system.

Phishing

Practice of sending email pretending to be from reputable companies in order to persuade individuals to reveal personal information, such as passwords and credit cards numbers.

Plagiarism

When you use someone else's words or ideas and pass them off as your own.

Spam

Messages sent over the Internet, typically to many users, for the purposes of advertising, phishing or spreading malware.

Unit 4.3: Spreadsheets

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.

Unit 4.4: Writing for Different Audiences

Font

The style of writing one can use when typing on a document.

Bold

To make the text stand out.

Italic

A style of formatting when the text is at an angle.

Underline

To draw a line underneath the font.

Unit 4.5: Logo

LOGO

A text-based coding language used to control an onscreen turtle to create mathematical patterns.

BK

Move backwards a distance of units.

FD

Move forward a distance of units.

RT

Turn right a given number of degrees.

LT

Turn left a given number of degrees.

REPEAT

Repeat a set of instructions a specified number of times.

SETPC

Set pen colour to a given colour.

SETPS

Set the pen thickness.

PU

Lift the pen up off the screen.

PD

Put the pen back down on the screen.

Unit 4.6: Animation

Animation

A process by which still pictures appear to move.

Background

A non-moving image that appears behind the animated images.

Frame

A single image in an animation.

Flipbook

A book with pictures drawn in a way that makes them appear to move when the pages are flicked.

Onion skinning

A process where the shadow image of the previous frame is present to help you line up the objects of the animation correctly.

Stop motion

A technique whereby the camera is repeatedly stopped and started, for example to give animated figures the impression of movement.

Play

Press this button to make the animation start.

Sound

Music or oral effects that can be added to the animation.

Video clip

A short piece of film or animation.

Unit 4.7: Effective Searching

Easter egg

An unexpected or undocumented feature in a piece of computer software or on a DVD, included as a joke or a bonus.

Internet

A global computer network providing a variety of information and communication facilities.

Internet browser

A software application used to locate and display Web pages.

Search

To look for information. In this case on the Internet.

Search engine

A program that searches for and identifies items in a database. Used especially for finding sites on the World Wide Web.

Spoof website

Website spoofing is the act of creating a website, as a hoax, with the intention of misleading readers that the website has been created by a different person or organisation.

Website

A set of related web pages located under a single domain name.

Unit 4.8: Hardware Investigators

Motherboard

A printed circuit board containing the main parts of a computer or other device, with connectors for other circuit boards to be slotted into.

CPU

The part of a computer in which operations are controlled.

RAM

Allows programs to store information to help the computer run more quickly.

Graphics card

A printed circuit board that controls the output to a display screen.

Network card

An electronic device that connects a computer to a computer network.

Monitor

A screen which displays an image generated by a computer.

Speakers

A device for letting you hear sounds generated by the computer.

Keyboard and mouse

External devices.

Unit 4.9 - Making Music

Pitch

How high or low the sound of a note is.

Rhythm

A pattern of long and short sounds and silences.

Pulse

The steady beat of a piece of music.

Tempo

How slow or fast a piece of music is.

Dynamics

How loud or quiet a sound is.

Melody

A sequence of notes which make up a tune.

Rippler

The tool which when clicked, begins the ripple of sound.

House Music

A style of electronic disco music which uses a range of different beats and synth sounds.

Texture

The way that different sounds and music elements are layered together to create a piece of music.