

Computing Vocabulary - Year 6

Unit 6.1: Coding

Action

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.

Debug/Debugging

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

Decomposition

A method of breaking down a task into manageable components. This makes it easier as the components can be then be coded separately and then brought back together.

Get Input

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

Number Variable

A variable that is numerical.

Predict

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

Alert

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

Button

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

Command

A single instruction in a computer program.

Developer

A person who writes, debugs and executes code to create a program.

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.

Nesting

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

Algorithm

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

Called

A line of code that triggers a function to be executed.

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.

Function

A block or sequence of code that you can access when you need it, so you don't have to rewrite the code repeat it. Instead you simple 'call' the function each time you want it.

Launch Command

A command that launches another program within an existing program.

Object

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

Procedure

A set of coded instructions that perform a certain task.

Unit 6.1: Coding (continued)

Prompt

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

Properties

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

Repeat

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

Run

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

Scene

A visual aspect of a program.

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.

String

A sequence of characters, which could form words, phrases or even whole sentences.

Tab

In 2Code, this is a way to organise a program into separate pages (tabs) of code.

Timer

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

User Input

When a program requires an input from a user such as a click or text from a keyboard.

Variable

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

Unit 6.2: Online Safety

Digital footprint

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

Password

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

PEGI rating

A rating that shows what age a game is suitable for.

Phishing

The 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.

Screen time

Time spent using a device such as a computer, television, or games console.

Spoof website

A website that uses dishonest design to trick users into thinking that it represents the truth.

Unit 6.3: Spreadsheets

Average function

A feature that allows a user to find the average values of selected cells.

Columns

Vertical reference points for the cells in a spreadsheet.

Count (how many) tool

Counts the number of whatever value object is in the cell to its immediate left and puts the answer in the cell to its immediate right.

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.

Random tool

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

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.

Advance mode

A mode of 2Calculate in which the cells have references and can include formulae.

Cells

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

Dice

When clicked, this will simulate a dice roll by switching to one of the faces of a die.

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.

Rows

Vertical reference points for the cells in a spreadsheet.

Timer

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

Copy and Paste

A way to copy information from the screen into the computer's memory and paste it elsewhere without re-typing.

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.

Move cell tool

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

Spin Tool

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

Unit 6.4: Databases

Audience

In this case, the readership of the blog.

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.

Blog page

A webpage onto which blog posts are hosted.

Blog post

A piece of writing or other item of content published on a blog.

Collaborative

Produced by or involving two or more parties working together.

Icon

A symbol or graphic representation on a screen.

Unit 6.5: Text Adventures

Text-based adventure

A computer game that uses text instead of graphics.

Concept map

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

Debug

Identify and remove errors from (computer hardware or software).

Sprite

A computer graphic which may be moved on-screen.

Function

In this context, a section of code that gets run when it is called from the main code. A function in a program is usually a piece of code that gets run lots of times.

Unit 6.6: Networks

Internet

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

World Wide Web

An information system on the Internet which allows documents to be connected to other documents by hypertext links, enabling the user to search for information by moving from one document to another.

Network

Several interconnected computers, machines, or operations.

Router

A device which forwards data packets to the appropriate parts of a computer network.

Local Area Network (LAN)

A computer network that links devices within a building or group of adjacent buildings, especially one with a radius of less than 1 km.

Wide Area Network (WAN)

A computer network in which the computers connected may be far apart, generally having a radius of more than 1 km.

Network cables

Used to connect and transfer data and information between computers and routers.

Wireless

The ability to transmit data from one device to another without using wires.

Unit 6.7: Quizzing

Audience

The people giving attention to something.

Collaboration

The action of working with someone to produce something.

Concept map

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

Database

A structured set of data held in a computer, especially one that is accessible in various ways.

Quiz

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

Unit 6.8: Binary

Base 10

The number system commonly used in day-to-day life. Using the digits 0,1,2,3,4,5,6,7,8,9 to make all number values. Also known as decimal or denary.

Bit

A single 0 or 1 in the binary system.

Denary

See Base-10.

Integer

Any whole number. This includes negative and positive numbers but not fractions or decimals.

Megabyte (MB)

1024 KB.

Tetrabyte (TB)

1024 GB.

Base 2

A number system based only on the numerals 0 and 1. Also known as binary. The digits 1 and 0 used in binary reflect the on and off states of transistors.

Byte

8 bits.

Digit

A single integer used to show a number.

Kilobyte (KB)

1024 bytes.

Nibble

4 bits.

Transistor

A tiny switch that is activated by the electronic signals it receives.

Binary

See Base-2.

Decimal

See Base-10.

Gigabyte (GB)

1024 MB.

Machine code

The code that signals to a computer which transistors should be on or off. Machine code is written in binary.

Switch

A component that can be one of two states at any time: on or off.

Variable

A variable is used in programming to keep track of things that can change while a program is running. A variable must have a name. The value of the variable is the information to store.

Unit 6.9: Spreadsheets with Microsoft Excel / Google Sheets

Alignment

How the contents of a cell is lined up and arranged.

Calculate

Excel's ability to complete calculations in a cell by using the = sign.

Cell

Each box on a spreadsheet is a cell. It can contain a variety of data such as letters, numbers, symbols and calculations.

Cell reference

The letter and number combination which shows a cells location on the page.

Chart

A tool which is used to display information in the form of a chart or graph.

Column

The letter labelled columns going vertically down the sheet.

Formula(e)

A group of letters, numbers or other symbols which represent a mathematical rule. It allows Excel to carry out calculations quickly.

Function

Ready-made mathematical formulas which help you quickly carry out calculations.

Range

A collection of selected cells. E.g. all the numbers you want to appear in a calculation.

Row

The numbered rows going horizontally across the sheet.

Spreadsheet

The main part of the page of a software tool used to organise information.

Style

How the contents of a cell is presented.

Sum

A function which adds together the totals in a range of cells.

Text wrapping

This displays the cells contents on multiple lines rather than one long line, allowing all the contents to be shown.

Value

What the data in a cell represents. This could be certain text e.g. blue/green, a date or a number.

Workbook

A file can contain more than one 'sheet'. The complete file is called a spreadsheet workbook.