Computing - Glossary and Vocabulary Document

Please find below a bank of Computing terms with their associated definitions, use this to ensure you have accurate understanding of the terms that are commonly used, in all year groups, when teaching the subject of Computing.

Key Term	Definition
Browser	A software application that provides a way to view and interact with pages on the World Wide Web.
Computer	A device that take input, processes it, then produces an output
Data	Numbers that represent images, video, text and sound
Devices	An object that includes technology in order to make it work
Evaluate	To review whether your project / work is good or whether it needs to be improved
Graphics	A picture or an image stored in electronic format
Internet	A computer network that connects computers worldwide
Keyboard	An input device that enables the user to enter characters (letters, numbers and symbols) into a computer
Log on	To identify yourself to the system so that you can gain access
Mouse	A hand held pointing device, a manual input device
Print	The process of a computer transferring data to a computer printer and generating a hard copy of the electronic data being printed.
Resize	Changing the dimensions of an object in a graphical environment
Save	You 'save' a file in order to be able to use it again some later time
Search	Finding data that satisfies conditions
Software	Computer programs and applications
Technology	The use of science in solving problems
Text	The words and characters on a page
Website	A set of web pages that belong to each other as one group. Each web page is linked to the others in some way
World Wide Web	Part of the Internet which is made up of web sites

The following bank of keywords are taught in KS1 and then continued in to KS2, but, are topic specific, they are divided in to the three areas, Computer Science, Information Technology and Digital Literacy, including E-Safety.

Children will hear these keywords **throughout** topics taught in KS1.

Computer Science (Programming)

Key Term	Definition
Algorithm	Sets out a sequence of steps, that, when executed, will carry out a specific task
Command	A specific instruction given to a computer application to perform some kind of task or function
Debug	Finding and fixing errors in software code
Instruction	A single command for the computer to carry out a task
Logical Reasoning	Using rules to solve problems
Outcome	The way the program will turn out
Pattern	Finding and using repetition
Predict	To estimate what a program might do
Program	Set of instructions that enable the computer hardware to perform a task
Sequence	A set of instructions that are followed in order

Information Technology (Creating digital content and computer skills)

Key Term	Definition
File	A chunk of data that is treated as a single item by the operating system.
Information	Data processed and / or presented
Personal information	Information related to an individual person such as name or date of birth.
Retrieve	The process of searching for, locating, and returning data

Digital Literacy (E-Safety and Understanding Computer Systems)

Key Term	Definition
E-safety	The sensible steps you need to take whilst online in order to avoid any problems
Reporting	To notify the administrator of a website or application about a problem
Search Engine	A database on the World Wide Web that helps us to quickly and easily find the web pages we want

In addition to the KS1 keywords, the following bank of keywords are taught in KS2, again these are broken down in to the three areas, Computer Science, Information Technology and Digital Literacy, including E-Safety.

Children will hear these keywords **throughout** topics taught in KS2.

Computer Science (Programming)

Key Term	Definition
Abstraction	Taking the detail out of a problem to make it easier to solve
Boolean	A variable whose answer can only be true or false
Code	A term used to describe text that is written using the protocol of a particular language by a computer programmer
Condition	Something that is either true or false
CSS	**C**ascading **S**tyle **S**heets – how web content is styled (font, colour etc)
Decomposition	Splitting things into smaller parts
Error	An unwanted change to the data in some way
Execute	The process of running a computer software program, script, or command. For example, each time you open your Internet browser, you are executing the program.
Generalisation	Adapting solutions already found to solve new problems
HTML	**H**yper **T**ext **M**arkup **L**anguage – the 'code' used to create and lay out web pages
Input	The process of entering data into a computer system
Iteration	The process of going through a set of operations that deal with computer code
Outcome	The way the program will turn out
Output	A response made by the computer to the user
Repetition	Instructions that can be repeated until a condition is met
Selection	A way in computer programs to make choices
Variables	Names given to things we want to the computer to store (remember)

Information Technology (Creating digital content and computer skills)

Key Term	Definition
Animation	A series of still images that are linked together as part of a timed sequence. This makes the image appear to move.
Database	The effective storage of data in a logical and structured way
Data Collection	The process of preparing and collecting data. Data is collected to provide information regarding a specific topic.
Data Handling	Gathering and recording information and then presenting it in a way that is meaningful to others.
Format	How information or data is arranged on a page
Hyperlinks	A piece of text, graphic or button on a web page. When the hyperlink is clicked, it will take you to another location on the same web page or to another web page either in the same website or to a page on the Internet.
URL	**U**niform **R**esource **L**ocator – the unique web address which every webpage has
Web Servers	A computer connected to the Internet that provides access to websites

Digital Literacy (E-Safety and Understanding Computer Systems)

Key Term	Definition
Email (Electronic mail)	A form of communication where mainly text based messages are exchanged by using computers attached to a network
Network	A collection of parts joined together by links of some kind. It is as basic as two computers being connected together
Wired	Devices that are connected using wires, usually cables
Wireless	Devices that are connected without wires or cables. They communicate via radio waves

In **Year 5** and **6,** the following key words will be taught when learning about computer networks.

Digital Literacy (E-Safety and Understanding Computer Systems)

FTP	**F**ile **T**ransfer **P**rotocol – a service for moving files
Hub	A device that joins a group of computers together
IP Address	The unique, numerical label, address given to a computer on a network
ISP	**I**nternet **S**ervice **P**rovider – the company you pay to connect you to the internet
LAN	**L**ocal **A**rea **N**etwork – a network of computers which are connected together in a limited area, usually the same building or a couple of nearby buildings.
Packet	Small pieces of data
TCP	**T**ransmission **C**ontrol **P**rotocol – responsible for checking that data has been delivered correctly from your computer
WAN	**W**ide **A**rea **N**etwork – a computer network that joins computers together over long geographical distances