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.

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

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

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.

Objects Types
The visual components within 2Code that have different properties and different actions to respond to events.

Prompt for Input
A code command that visually presents the user with text.

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

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

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

Code Block
An individual code command represented visually by a block on the screen.

Execute
To run a computer program.

Flowchart
A diagram which represents an algorithm.

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

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

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

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

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

Background
The part of the program design that shows behind everything else. It sets the scene for the story or game.

Command
A single instruction in a computer program.

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

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

Number Variable
A variable that is numerical.

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

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

Variable Value
In 2Code, this can be a string (test) a number or a function. It can be changed by the code and is stored in machine memory for the duration of the program.

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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.

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Unit 4.3: Spreadsheets

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

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 4.4: Writing for Different Audiences

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

Bold
The 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.

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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.

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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.

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