

# 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 (text) a number or a function. It can be changed by the code and is stored in machine memory for the duration of the program.

## 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.