



Year 6 Computing Vocabulary

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Vocabulary by Unit

The vocabulary for each unit is displayed on a separate page to facilitate printing as unit posters.

Introduction to Purple Mash

- **Alert:** A message that lets you know you have something to look at.
- **Avatar:** A picture to represent someone.
- **Burger menu:** A special type of menu you might see on a website or an app with three lines stacked on top of each other. When you click or tap on it, it opens up to show more choices.
- **File Name:** The name given to an online piece of work.
- **Folder:** A place on a device or online where you can keep related work files together.
- **Homepage:** The main page for a website that you use to reach all the other areas.
- **Icon:** The image on a button on a device that helps you to know what it does.
- **Login:** Using a username and password to access a system.
- **Logout:** Leaving a computer system.
- **Menu:** In a computer program, this is a list of choices you can pick from to do different things.
- **Password:** Letters, numbers and special characters that you type after the username to access an online site. In Purple Mash, this can also be a series of pictures.
- **Scrolling:** The action of moving what you can see on the device screen up, down, or sideways.
- **Scrollbar:** Found on the side or bottom of a computer window. It's used to move to areas that don't fit all on one screen.
- **Username:** A combination of letters and/or numbers that often relate to a person's name that are used to log in to a computer system, website, or application. Like a digital name tag that tells the system who the person is.

Networks

- **Network:** A group of connected computers and devices that can share information and resources.
- **LAN (Local Area Network):** A network in a small area like a home, school, or office.
- **WAN (Wide Area Network):** A network that covers a large area, like the internet.
- **Router:** A device that connects different networks together and allows devices to communicate.
- **Wi-Fi:** A wireless way to connect devices to a network.
- **Internet:** A global WAN that connects millions of computers and networks around the world.
- **World Wide Web (WWW):** A service on the internet that includes websites and web pages.
- **Website:** A collection of pages of information on the Web.
- **Web Browser:** A program used to look at websites.
- **Email:** A method of sending messages over the internet.
- **Internet Chat:** Instant messaging in real-time.
- **Video Call:** Seeing and hearing someone live on your screen.
- **Collaborate:** Working together with others.
- **Respectful Communication:** Using kind, polite language online.
- **Online Safety:** Making good choices when using the internet to protect yourself and others.
- **Censorship:** The act of blocking or controlling what people can see, read, or share online.
- **Firewall:** A system that blocks unwanted data and websites.
- **Filter:** Software that limits what websites or content can be accessed.
- **Freedom of Speech:** The right to express ideas and opinions.
- **Responsible Use:** Making good choices when online.

Graphing

- **Chart:** A diagram that represents data. Charts include graphs and other diagrams such as pie charts or flowcharts.
- **Comparative Bar Chart:** A bar chart displaying more than two datasets, it can be known as a comparative bar chart or multi-dataset bar chart.
- **Data:** A collection of information, especially facts or numbers, obtained by observation, questions or measurement to be analysed and used to help decision-making.
- **Dataset:** A collection or related numbers or values e.g. money raised each month for a specific charity.
- **Dual Bar Chart:** A bar chart that displays two sets of data for each category to help provide easy comparisons between data sets.
- **Line Graph:** A graph used to display information which can change over time. For example, temperature at different times of the day.
- **Pie Chart:** A circular chart divided into segments which each represent a portion of the total amount.

Blogging

- **Approval:** The act of acknowledging something is appropriate.
- **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 post:** A piece of writing or other item of content published on a blog.
- **Commenting:** To express an opinion or reaction in speech or writing.
- **Draft:** The first version of something you write.
- **Edit:** To carefully check a created piece of writing for smaller errors.
- **Hyperlink:** A word, phrase, image, or icon in a digital document that, when clicked or tapped, takes you to another part of the same document or to a completely different resource, such as a webpage, image, video, or file, on the internet or a local network.
- **Moderation:** The process of reviewing, managing, and acting on user-generated content to ensure it sticks to the website's community guidelines and legal requirements.
- **Netiquette:** Short for "network etiquette" or "internet etiquette," this refers to the set of social conventions and informal rules that guide online communication and interaction.
- **Plan:** To think ahead and decide what you are going to do before you start doing it.
- **Publish:** To make your written work available for other people to read.
- **Revise:** To look at your written work again and make significant changes to improve it.
- **Vlog:** A personal website or social media account where a person regularly posts short videos.

Data Detectives

- **Bar Chart:** A type of graph that uses categorical data, which means the data is grouped into categories e.g. colours, types of pet.
- **Calculate:** In databases, calculations on data can be performed e.g. calculate the number of records.
- **Condition:** A condition is a rule you give to a database to help it find the right information. A condition might contain an operator.
- **Data:** A collection of information, especially facts or numbers, to be analysed and used to help decision-making.
- **Database:** A set of data that can be held in a computer in a format that can be searched and sorted for information.
- **Field:** A heading in a database record against which data is entered.
- **Filter:** Filtering what information is shown according to any filter rules applied.
- **Group:** Putting similar pieces of information together in a database so it is easy to read, understand and interpret.
- **Line Graph:** A type of graph used to display information which can change over time. For example, temperature at different times of the day.
- **Linked Tables:** A database can contain more than one table which can be linked together so a query can include information from the linked tables.
- **Query:** A way for a user to find specific information in a database by using tools such as filtering and grouping.
- **Record:** A collection of related data or information that is stored together as a single unit.
- **Sort:** Organising data by a rule such as alphabetical or numerical.

Coding

- **Abstraction:** A way of decluttering and removing unnecessary details in order to code the main task of the program.
- **Action:** A type of command which causes an object to alter its behaviour. These could be used to move an object or change an attribute.
- **Alert:** A type of output showing a text pop-up on the screen.
- **Algorithm:** A precise, step-by-step set of instructions used to solve a problem or achieve an objective.
- **Attribute:** A detail about an object in a program that can be changed. For example, its name, scale or position.
- **Background:** In 2Code the background is an image in the design that does not change.
- **Clone:** A variable type that makes exact copies of an object.
- **Computer Generated Variable:** In 2Code, the program generates a variable for each object that has a shared tag attribute that can be used to control all objects with that tag.
- **Concatenation:** The action of linking things together in a series.
- **Co-ordinates:** Numbers which determine the position of a point, shape or object in a particular space.
- **Datatype:** Defines the type of data, for example, a number or text, and what operations can be done with it.
- **Decomposition:** A method of breaking down a task into manageable components. This makes coding easier as the components can then be coded separately and then brought back together in the program.
- **Debug\ Debugging:** Fixing code that has errors so that the code will run the way it was designed to.
- **Design:** In coding, this is a plan for the program showing the visual look of the user interface (the screen) with the objects. The algorithm can be represented as part of the design, showing actions and events.
- **Draggable Attribute:** This attribute determines whether the user of the program can drag an object when the program is running.

- **Event:** Something that happens in a program that causes a block of code to be run. Events include 'When Clicked', 'When Key' and 'When Swiped'.
- **Flowchart:** A diagram that uses specifically shaped, labelled boxes and arrows to represent an algorithm as a diagram.
- **Function:** A named group of commands that a program can run when called by name; reducing the need to rewrite code repeatedly.
- **Hotspot:** A type of object that can be used to make a specific area of the screen react to actions such as objects entering or leaving the area.
- **'If' statement:** A computer uses an 'if' statement to decide which bit of code to run. **If** a condition is true, then the commands inside the block will be run.
- **'If/Else' statement:** 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.
- **Initialize:** Setting the starting value for a variable.
- **Input:** Information going into the computer. This could be the user moving or clicking the mouse, or the user entering characters on the keyboard. On tablets there are other forms such as finger swipes, touch gestures and tilting the device.
- **Nesting:** When coding commands are put inside other commands. These commands only run when the outer command runs.
- **Object:** Items in a program that can be given instructions to move or change in some way (action). Different object types have different actions and attributes that suit the purposes for which they might be used.
- **Print to Screen:** This is a type of output. It prints text to the screen.
- **Prompt:** A question or request asked in coding to obtain information from the user in order to select which code to run.
- **Random:** Generating values that are unpredictable within a specified range or set. In programming, this is used to introduce variability and unpredictability into the code's behaviour.
- **Repeat:** This **command** can be used to make a **block of commands run** a set number of times, forever or until a condition is met (**repeat until**).

- **Repeat Over:** A command which repeats commands nested within it continuously as a loop.
- **Selection:** A decision command. When selection is used, a program will choose which bit of code to run depending on a condition.
- **Sequence:** When a computer program runs commands in order.
- **Simulation:** A model that represents a real or imaginary situation. Simulations can be used to explore options and to test predictions.
- **String:** Text or a combination of text characters and numbers: A sequence of characters, which could form words, phrases or sentences.
- **Sub-routine:** A mini program inside a bigger program that does one job.
- **Tag Attribute:** A word attribute given to objects so that code can be written for multiple objects at once to write efficient code.
- **Text-Based Adventure:** A computer game that uses text instead of graphics.
- **Timer:** In coding, use a timer command to run a block of commands after a timed delay or at regular intervals.
- **Tinker:** To experiment with code, tools or ideas by making small changes, testing outcomes, and learning from experimentation or trial and error.
- **User Interface (UI):** The part of a computer program that you see and use on the screen. It is everything that helps the user tell the computer what to do and shows the user what the computer is doing.
- **Variable:** A named area in computer memory. A variable has a name and a value. The program can change this variable value. Variables are used in programming to keep track of things that can change while a program is running. In 2Code user-created variables can be text (strings), numbers or functions.

Coding Crash Course

- **Abstraction:** A way of decluttering and removing unnecessary details in order to code the main task of the program.*
- **Action:** A type of command which causes an object to alter its behaviour. Actions could be used to move an object or change a property.
- **Alert:** A type of output showing a text pop-up on the screen.
- **Algorithm:** A precise, step-by-step set of instructions used to solve a problem or achieve an objective.
- **Attribute:** A detail about an object in a program that can be changed. For example, its name, scale or position.
- **Concatenation:** The action of linking things together in a series.
- **Co-ordinates:** Numbers which determine the position of a point, shape or object in a particular space.
- **Datatype:** Defines the type of data, for example, a number or text, and what operations can be done with it.
- **Decomposition:** A method of breaking down a task into manageable components. This makes coding easier as the components can then be coded separately and then brought back together in the program.
- **Debug\ Debugging:** Fixing code that has errors so that the code will run the way it was designed to.
- **Design:** In coding, this is a plan for the program showing the visual look of the user interface (the screen) with the objects. The algorithm can be represented as part of the design, showing actions and events.
- **Event:** Something that happens in a program that causes a block of code to be run. Events include 'When Clicked', 'When Key' and 'When Swiped'.
- **Flowchart:** A diagram that uses specifically shaped, labelled boxes and arrows to represent an algorithm.
- **Friction:** The resistance that one surface or object encounters when moving over another.
- **Function:** A named group of commands that a program can run when called by name; reducing the need to rewrite code repeatedly.
- **'If' statement:** A computer uses an 'if' statement to decide which bit of code to run. **If** a condition is true, then the commands inside the block will be run.

- **'If/Else' statement:** 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.
- **Input:** Information going into the computer. This could be the user moving or clicking the mouse, or the user entering characters on the keyboard. On tablets there are other forms such as finger swipes, touch gestures and tilting the device.
- **Nesting:** When coding commands are put inside other commands. These commands only run when the outer command runs.
- **Object:** Items in a program that can be given instructions to move or change in some way (action). Different object types have different actions and attributes that suit the purposes for which they might be used.
- **Prompt:** A question or request asked in coding to obtain information from the user in order to select which code to run.
- **Random:** A way to generate values that are unpredictable within a specified range or set. In programming, this is used to introduce variability and unpredictability into the code's behaviour.
- **Repeat:** This command can be used to make a block of commands run a set number of times or forever.
- **Selection:** A decision command. When selection is used, a program will choose which bit of code to run depending on a condition.
- **Sequence:** When a computer program runs commands in order.
- **Simplify:** In coding, this is used to describe modifying the code to complete the same process with less lines of code.
- **Simulation:** A model that represents a real or imaginary situation. Simulations can be used to explore options and to test predictions.
- **String:** Text or a combination of text characters and numbers. A sequence of characters, which could form words, phrases or sentences.
- **Sub-routine:** A mini program inside a bigger program that does one job.
- **Timer:** In coding, use a timer command to run a block of commands after a timed delay or at regular intervals.
- **Variable:** A named area in computer memory. A variable has a name and a value. The program can change this variable value. Variables are used in programming to keep track of things that can change while a program is running. In 2Code, user-created variables can be text (strings), numbers or functions.

Introduction to Python

- **Command:** A single instruction of code.
- **Co-ordinate:** A pair of numbers (x and y) that show a sprite's exact position on the screen.
- **Floating Point Number:** A number with a decimal point.
- **Floor Division:** Divides one number by another but only keeps the whole number part of the answer, ignoring any remainder or decimal.
- **Function:** A sequence of code that you can access when you need it.
- **Loop:** A way to repeat a set of instructions over and over again.
- **Modulo Operator:** Uses the % symbol and gives you the remainder after division.
- **Print:** A function in Python that prints to the screen.
- **Python Library:** A collection of files (called modules) that contain functions that can be used in programs.
- **Sleep:** A function in Python that will pause when the next line of code is executed. Users can specify the amount of time the sleep function runs for by creating a sleep command.
- **Sprite:** A picture or character that can move or be controlled on screen.
- **String:** Text or a combination of text characters and numbers.
- **Range:** A function that lets a user get a series of numbers without having to type them all out.
- **Variable:** A named area in computer memory. A variable has a name and a value. The program can change this variable value. Variables are used in programming to keep track of things that can change while a program is running.

Spreadsheets

- **AVERAGE:** A function that calculates the mean of a range of numbers.
- **Cell:** A single box in a spreadsheet where data is entered.
- **Chart:** A visual representation of data. Charts include graphs and other diagrams such as pie charts or flowcharts.
- **Chart Labels:** Labels to tell you what the information on a chart is showing.
- **Column:** Vertical lines of cells (lettered).
- **COUNTA:** A function that counts the number of cells within a specific range that aren't blank.
- **COUNT:** A function that counts numeric cells in a range.
- **COUNT IF:** A function that counts cells meeting a specific condition.
- **Filter:** To show data that meets a specified criteria by temporarily hiding rows that do not.
- **Formatting:** Changing the appearance of text or numbers.
- **Formula:** A set of instructions that tells a spreadsheet what to calculate.
- **Function:** A built-in formula that performs a specific job automatically.
- **IF:** A function that returns one value if condition is true and another if it is false.
- **MAX / MIN:** A function that finds the highest or lowest value within a range of numbers.
- **Row:** A horizontal line of cells (numbered).
- **Sort:** Organising data by a rule such as alphabetical or numerical.
- **SUM:** A function that adds a range of numbers.
- **Workbook:** A spreadsheet file containing one or more worksheets.
- **Worksheet:** A single sheet in a workbook.

3D Modelling

- **3D Printing:** The process of making a physical object from a three-dimensional digital model, typically by laying down many thin layers of a material in succession.
- **Computer Aided Design (CAD):** Using computer software to help create designs. CAD is used by engineers, architects, and product designers to make accurate models before building them in real life.
- **Design Brief:** A set of instructions or a challenge that explains what needs to be designed.
- **Model:** A digital or physical version of an object that shows what it looks like.
- **Net:** A flat, 2D pattern that folds up to make a 3D shape.
- **Points:** A corner of a 2D or 3D shape that can be moved during CAD.
- **Prototype:** A first version of a design that is made to test out ideas.
- **Three-Dimensional (3D):** A solid shape that has length, width, and depth.
- **Two-Dimensional (2D):** A flat shape that only has length and width.

Binary

- **Action:** A type of command which causes an object to alter its behaviour. These could be used to move an object or change an attribute.
- **Binary:** A number system in which there are two separate integers that can be used to make all numbers. This is also called base 2.
- **Bit:** A single 0 or 1 is called a bit. This word comes from 'Binary Digit'.
- **Decimal:** A number system in which there are ten separate integers that can be used to make all numbers. This is also called base 10 and the denary system.
- **Design:** An image, storyboard or flowchart that shows how a program should function.
- **Digit:** A single integer used to show a number.
- **Game States:** How states within computer programs and games are often represented in code using binary values of 1 (for on) and 0 (for off). This is usually done using a variable.
- **Integer:** A number which is not a fraction; a whole number.
- **Nanotechnology:** The science of manipulating materials at their smallest level.
- **Object:** Items in a program that can be given instructions to move or change in some way (action). There are different object types in 2Code including buttons, vehicles, characters and animals.
- **Transistor:** A tiny switch that is activated by the electronic signals it receives.
- **Variable:** A named area in computer memory. A variable has a name and a value. The program can change this variable value. Variables are used in programming to keep track of things that can change while a program is running.

Micro:bits

- **Accelerometer:** A sensor that detects movement.
- **Chart:** A diagram that represents data. Charts include graphs and other diagrams such as pie charts and flowcharts.
- **Data Logging:** Collecting and recording data over a period of time.
- **Data:** A collection of information, especially facts or numbers, obtained by observation, questions or measurement to be analysed and used to help decision-making.
- **Electrical Circuit:** A loop in which an electrical current can flow. A micro:bit can have wires connected to its pins to make a circuit.
- **Input:** Information going into the computer. Can include button presses or information gathered by a sensor such as movement, light and temperature.
- **LED:** Light emitting diode - the micro:bit display is made of 25 LEDs.
- **Output:** The computer sending information back to us e.g. sound or lights on an LED display.
- **Pins:** Small connection areas on the micro:bit used to communicate with external devices.
- **Sensor:** An input that senses things in the real world, such as movement, temperature and light levels.
- **Simulation:** A computer model of something in the real world.
- **Sleep:** In Free Code micro:bit, a sleep command can be used to delay when the next piece of code is executed.
- **Variable:** A named area in computer memory. A variable has a name and a value. The program can change this variable value. Variables are used in programming to keep track of things that can change while a program is running.

Robotics with Mai-Z MouseBot

- **Angle:** (In relation to rotation), this gives a number value to the amount of rotation movement. For example, a quarter-turn is 90 degrees (°).
- **Controller (sender):** A device that lets you tell another device what to do from a distance.
- **Degrees:** The unit used to measure rotation.
- **Event:** Something that happens in a program that causes a block of code to be run.
- **Flowchart:** A diagram that uses specifically shaped, labelled boxes and arrows to represent an algorithm.
- **Function:** A named group of commands that a program can run when called by name; reducing the need to rewrite code repeatedly.
- **'If' statement:** A computer uses an 'if' statement to decide which bit of code to run. **If** a condition is true, then the commands inside the block will be run.
- **'If/else' statement:** 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.
- **Input:** Information going into the computer. This includes the user pressing buttons and sensors sensing something.
- **Micro:bit:** A pocket-sized computer.
- **Output:** Information that comes out of the computer such as sound or moving a motor.
- **Nesting code:** When coding commands are put inside other commands. These commands only run when the outer command runs.
- **Radio signal:** A type of invisible wave that carries information through the air. It helps things "talk" to each other without wires.
- **Receiver:** The part of a device that gets signals from a remote control.
- **Repeat:** This command can be used to make a block of commands run a set number of times.
- **Robot:** A machine that can do a job automatically without a human. They are usually controlled by computers.
- **Selection:** A decision command. When selection is used, a program will choose which bit of code to run depending on a condition.
- **Sensor:** Part of a machine that detects information from the world around it and sends that information to the machine's computer.
- **Variable:** A named area in computer memory. A variable has a name and a value. The program can change this variable value. Variables are used in programming to keep track of things that can change while a program is running.

All Year 6 Vocabulary

- **Abstraction:** A way of decluttering and removing unnecessary details in order to code the main task of the program.
- **Accelerometer:** A sensor that detects movement.
- **Action:** A type of command which causes an object to alter its behaviour. These could be used to move an object or change an attribute.
- **Alert (Purple Mash):** A message that lets you know you have something to look at.
- **Alert:** A type of output showing a text pop-up on the screen.
- **Algorithm:** A precise, step-by-step set of instructions used to solve a problem or achieve an objective.
- **Approval:** The act of acknowledging something is appropriate.
- **Attribute:** A detail about an object in a program that can be changed. For example, its name, scale or position.
- **Avatar:** A picture to represent someone.
- **AVERAGE:** A function that calculates the mean of a range of numbers.
- **Background:** In 2Code the background is an image in the design that does not change.
- **Bar Chart:** A type of graph that uses categorical data, which means the data is grouped into categories e.g. colours, types of pet.
- **Binary:** A number system in which there are two separate integers that can be used to make all numbers. This is also called base 2.
- **Bit:** A single 0 or 1 is called a bit. This word comes from 'Binary Digit'.
- **Blog post:** A piece of writing or other item of content published on a 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.
- **Burger Menu:** A special type of menu you might see on a website or an app with three lines stacked on top of each other. When you click or tap on it, it opens up to show more choices.
- **Calculate:** In databases, calculations on data can be performed e.g. calculate the number of records.
- **Cell:** A single box in a spreadsheet where data is entered.
- **Censorship:** The act of blocking or controlling what people can see, read, or share online.
- **Chart Labels:** Labels to tell you what the information on a chart is showing.
- **Chart:** A diagram that represents data. Charts include graphs and other diagrams such as pie charts or flowcharts.
- **Clone:** A variable type that makes exact copies of an object.
- **Collaborate:** Working together with others.
- **Column:** Vertical lines of cells (lettered).

- **Command:** A single instruction of code.
- **Commenting:** To express an opinion or reaction in speech or writing.
- **Comparative Bar Chart:** A bar chart displaying more than two datasets, it can be known as a comparative bar chart or multi-dataset bar chart.
- **Computer Aided Design (CAD):** Using computer software to help create designs. CAD is used by engineers, architects, and product designers to make accurate models before building them in real life.
- **Computer Generated Variable:** In 2Code, the program generates a variable for each object that has a shared tag attribute that can be used to control all objects with that tag.
- **Concatenation:** The action of linking things together in a series.
- **Condition:** A condition is a rule you give to a database to help it find the right information. A condition might contain an operator.
- **Co-ordinates:** Numbers which determine the position of a point, shape or object in a particular space.
- **COUNT IF:** A function that counts cells meeting a specific condition.
- **COUNT:** A function that counts numeric cells in a range.
- **COUNTA:** A function that counts the number of cells within a specific range that aren't blank.
- **Data:** A collection of information, especially facts or numbers, obtained by observation, questions or measurement to be analysed and used to help decision-making.
- **Database:** A set of data that can be held in a computer in a format that can be searched and sorted for information.
- **Data Logging: Collecting and recording data over a period of time.**
- **Dataset:** A collection or related numbers or values e.g. money raised each month for a specific charity.
- **Datatype:** Defines the type of data, for example, a number or text, and what operations can be done with it.
- **Debug\ Debugging:** Fixing code that has errors so that the code will run the way it was designed to.
- **Decimal:** A number system in which there are ten separate integers that can be used to make all numbers. This is also called base 10 and the denary system.
- **Decomposition:** A method of breaking down a task into manageable components. This makes coding easier as the components can then be coded separately and then brought back together in the program.
- **Design Brief:** A set of instructions or a challenge that explains what needs to be designed.
- **Design:** In coding, this is a plan for the program showing the visual look of the user interface (the screen) with the objects. The algorithm can be represented as part of the design, showing actions and events.
- **Digit:** A single integer used to show a number.

- **Draft:** The first version of something you write.
- **Draggable Attribute:** This attribute determines whether the user of the program can drag an object when the program is running.
- **Dual Bar Chart:** A bar chart that displays two sets of data for each category to help provide easy comparisons between data sets.
- **Edit:** To carefully check a created piece of writing for smaller errors.
- **Electrical Circuit:** A loop in which an electrical current can flow. A micro:bit can have wires connected to its pins to make a circuit.
- **Email:** A method of sending messages over the internet.
- **Event:** Something that happens in a program that causes a block of code to be run. Events include 'When Clicked', 'When Key' and 'When Swiped'.
- **Field:** A heading in a database record against which data is entered.
- **File Name:** The name given to an online piece of work.
- **Filter:** Filtering what information is shown according to any filter rules applied.
- **Filter:** Software that limits what websites or content can be accessed.
- **Firewall:** A system that blocks unwanted data and websites.
- **Floating Point Number:** A number with a decimal point.
- **Floor Division:** Divides one number by another but only keeps the whole number part of the answer, ignoring any remainder or decimal.
- **Flowchart:** A diagram that uses specifically shaped, labelled boxes and arrows to represent an algorithm as a diagram.
- **Folder:** A place on a device or online where you can keep related work files together.
- **Formatting:** Changing the appearance of text or numbers.
- **Formula:** A set of instructions that tells a spreadsheet what to calculate.
- **Freedom of Speech:** The right to express ideas and opinions.
- **Function:** A named group of commands that a program can run when called by name; reducing the need to rewrite code repeatedly.
- **Game States:** How states within computer programs and games are often represented in code using binary values of 1 (for on) and 0 (for off). This is usually done using a variable.
- **Group:** Putting similar pieces of information together in a database so it is easy to read, understand and interpret.
- **Homepage:** The main page for a website that you use to reach all the other areas.
- **Hotspot:** A type of object that can be used to make a specific area of the screen react to actions such as objects entering or leaving the area.
- **Hyperlink:** A word, phrase, image, or icon in a digital document that, when clicked or tapped, takes you to another part of the same document or to a completely different resource, such as a webpage, image, video, or file, on the internet or a local network.
- **Icon:** The image on a button on a device that helps you to know what it does

- **IF:** A function that returns one value if condition is true and another if it is false.
- **'If' statement:** A computer uses an 'if' statement to decide which bit of code to run. **If** a condition is true, then the commands inside the block will be run.
- **'If/Else' statement:** 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.
- **Initialize:** Setting the starting value for a variable.
- **Input:** Information going into the computer. This could be the user moving or clicking the mouse, or the user entering characters on the keyboard. On tablets there are other forms such as finger swipes, touch gestures and tilting the device.
- **Integer:** A number which is not a fraction; a whole number.
- **Internet Chat:** Instant messaging in real-time.
- **Internet:** A global WAN that connects millions of computers and networks around the world.
- **LAN (Local Area Network):** A network in a small area like a home, school, or office.
- **LED:** Light emitting diode - the micro:bit display is made of 25 LEDs.
- **Line Graph:** A graph used to display information which can change over time. For example, temperature at different times of the day.
- **Linked Tables:** A database can contain more than one table which can be linked together so a query can include information from the linked tables.
- **Login:** Using a username and password to access a system.
- **Logout:** Leaving a computer system.
- **Loop:** A way to repeat a set of instructions over and over again.
- **MAX / MIN:** A function that finds the highest or lowest value within a range of numbers.
- **Menu:** In a computer program, this is a list of choices you can pick from to do different things.
- **Model:** A digital or physical version of an object that shows what it looks like.
- **Moderation:** The process of reviewing, managing, and acting on user-generated content to ensure it sticks to the website's community guidelines and legal requirements.
- **Modulo Operator:** Uses the % symbol and gives you the remainder after division.
- **Nanotechnology:** The science of manipulating materials at their smallest level.
- **Nesting:** When coding commands are put inside other commands. These commands only run when the outer command runs.
- **Net:** A flat, 2D pattern that folds up to make a 3D shape.
- **Netiquette:** Short for "network etiquette" or "internet etiquette," this refers to the set of social conventions and informal rules that guide online communication and interaction.

- **Network:** A group of connected computers and devices that can share information and resources.
- **Object:** Items in a program that can be given instructions to move or change in some way (action). Different object types have different actions and attributes that suit the purposes for which they might be used.
- **Online Safety:** Making good choices when using the internet to protect yourself and others.
- **Password:** Letters, numbers and special characters that you type after the username to access an online site. In Purple Mash, this can also be a series of pictures.
- **Pie Chart:** A circular chart divided into segments which each represent a portion of the total amount.
- **Pins:** Small connection areas on the micro:bit used to communicate with external devices.
- **Plan:** To think ahead and decide what you are going to do before you start doing it.
- **Points:** A corner of a 2D or 3D shape that can be moved during CAD.
- **Print to Screen:** This is a type of output. It prints text to the screen.
- **Print:** A function in Python that prints to the screen.
- **Prompt:** A question or request asked in coding to obtain information from the user in order to select which code to run.
- **Prototype:** A first version of a design that is made to test out ideas.
- **Publish:** To make your written work available for other people to read.
- **Python Library:** A collection of files (called modules) that contain functions that can be used in programs.
- **Query:** A way for a user to find specific information in a database by using tools such as filtering and grouping.
- **Random:** Generating values that are unpredictable within a specified range or set. In programming, this is used to introduce variability and unpredictability into the code's behaviour.
- **Range:** A function that lets a user get a series of numbers without having to type them all out.
- **Record:** A collection of related data or information that is stored together as a single unit.
- **Repeat Over:** A command which repeats commands nested within it continuously as a loop.
- **Repeat:** This **command** can be used to make a **block of commands run** a set number of times, forever or until a condition is met (**repeat until**).
- **Respectful Communication:** Using kind, polite language online.
- **Responsible Use:** Making good choices when online.
- **Revise:** To look at your written work again and make significant changes to improve it.

- **Router:** A device that connects different networks together and allows devices to communicate.
- **Row:** A horizontal line of cells (numbered).
- **Scrollbar:** Found on the side or bottom of a computer window. It's used to move to areas that don't fit all on one screen.
- **Scrolling:** The action of moving what you can see on the device screen up, down, or sideways.
- **Selection:** A decision command. When selection is used, a program will choose which bit of code to run depending on a condition.
- **Sensor:** An input that senses things in the real world, such as movement, temperature and light levels.
- **Sequence:** When a computer program runs commands in order.
- **Simulation:** A model that represents a real or imaginary situation. Simulations can be used to explore options and to test predictions.
- **Sleep:** A function in Python that will pause when the next line of code is executed. Users can specify the amount of time the sleep function runs for by creating a sleep command. In Free Code micro:bit, a sleep command can be used to delay when the next piece of code is executed.
- **Sort:** Organising data by a rule such as alphabetical or numerical.
- **Sprite:** A picture or character that can move or be controlled on screen.
- **String:** Text or a combination of text characters and numbers: A sequence of characters, which could form words, phrases or sentences.
- **Sub-routine:** A mini program inside a bigger program that does one job.
- **SUM:** A function that adds a range of numbers.
- **Tag Attribute:** A word attribute given to objects so that code can be written for multiple objects at once to write efficient code.
- **Text-Based Adventure:** A computer game that uses text instead of graphics.
- **Three-Dimensional (3D):** A solid shape that has length, width, and depth.
- **Timer:** In coding, use a timer command to run a block of commands after a timed delay or at regular intervals.
- **Tinker:** To experiment with code, tools or ideas by making small changes, testing outcomes, and learning from experimentation or trial and error.
- **Transistor:** A tiny switch that is activated by the electronic signals it receives.
- **Two-Dimensional (2D):** A flat shape that only has length and width.
- **User Interface (UI):** The part of a computer program that you see and use on the screen. It is everything that helps the user tell the computer what to do and shows the user what the computer is doing.
- **Username:** A combination of letters and/or numbers that often relate to a person's name that are used to log in to a computer system, website, or application. Like a digital name tag that tells the system who the person is.
- **Variable:** A named area in computer memory. A variable has a name and a value. The program can change this variable value. Variables are used in

programming to keep track of things that can change while a program is running. In 2Code user-created variables can be text (strings), numbers or functions.

- **Video Call:** Seeing and hearing someone live on your screen.
- **Vlog:** A personal website or social media account where a person regularly posts short videos.
- **WAN (Wide Area Network):** A network that covers a large area, like the internet.
- **Web Browser:** A program used to look at websites.
- **Website:** A collection of pages of information on the Web.
- **Wi-Fi:** A wireless way to connect devices to a network.
- **Workbook:** A spreadsheet file containing one or more worksheets.
- **Worksheet:** A single sheet in a workbook.
- **World Wide Web (WWW):** A service on the internet that includes websites and web pages.
- **3D Printing:** The process of making a physical object from a three-dimensional digital model, typically by laying down many thin layers of a material in succession.