



Year 5 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.
- **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.
- **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.
- **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.

Quizzing

- **Advanced:** A level that is beyond the basic, requiring a higher level of skill, knowledge, or understanding.
- **Content Page:** A page within a quiz offering helpful content or context.
- **Debug:** To identify and fix errors in a program or application.
- **Design:** The process of planning and creating a layout or structure.
- **Evaluate:** To assess the quality and effectiveness of something.
- **Features:** A feature of something is an interesting or important part or characteristic of it.
- **Interactive:** Allowing active participation or engagement.
- **Layout:** The way that something is organised or arranged.
- **Multiple Choice:** A question in which you must choose an answer from several choices.
- **Quiz:** A set of questions designed to test knowledge or understanding.
- **Simple:** Something that tends to be easily understood or done.
- **Test:** When you test something, you try it to find out what it is, what condition it is in, or how well it works.
- **Topic:** The subject or theme of something, in this instance, a quiz.

Databases

- **Condition:** A rule you give to a database to help it find the right information. A condition will contain operators.
- **Data:** A set of facts or information that help us learn something or make decisions.
- **Database:** A set of data that can be held in a computer in a format that can be searched and sorted for information.
- **Edit:** To change, add or remove data from a record.
- **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 and understand.
- **Linked Tables:** Two or more tables that are joined together with a common field allowing information from the tables to be used in a query.
- **Operator:** Tells a database what to do with data when someone is making a query. Such as find everyone whose score 'is equal to' 10.
- **Query:** Finding specific information in a database by using query tools such as filter, sort, calculate or group.
- **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.
- **Validation:** A setting on fields that only lets a user input data that meets its rules. For example, only numbers or only a date.

Game Creator

- **Game Genre:** A category describing the style and gameplay of a game.
- **2D Game:** A flat game where characters move side to side or up and down on the screen.
- **3D Game:** A game that looks more real, where you can move around in all directions.
- **Game Design:** Planning how a video game looks, works, and feels before making it real.
- **Sprite:** 2D image that represents something on screen like a baddie or a collectable.
- **Sprite Animation:** How the sprite moves or changes in appearance.
- **Playability:** How fun and enjoyable a game is to play and enjoy.
- **Game Environment:** Everything around the player in a game, like walls, floors, objects, and backgrounds.
- **Game Feedback:** When someone who plays your game shares helpful ideas to improve it, like fixing bugs or making it more fun.

Spreadsheets

- **Axis/Axes:** The vertical and horizontal lines on a graph.
- **Budget:** A plan that shows how much money will be spent and how much money is expected to come in.
- **Cell:** An individual box in a spreadsheet where you can type data.
- **Column:** A line of cells that goes from top to bottom in a vertical direction.
- **Continuous Data:** Continuous data is data that is usually measured, rather than counted.
- **Conversion:** Changing a unit of measure from one form to another, whilst keeping its value the same.
- **Cost/Expense:** Money that is often spent on something.
- **Forecast:** A prediction about what will happen in the future. For example, a weather forecast can tell us if it might be sunny, rainy or windy on a certain day.
- **Formula:** A set of instructions that tells a spreadsheet what to calculate.
- **Formula Wizard:** A tool in spreadsheet that helps you to choose and make formulas without having to type them in.
- **Function:** A built-in formula that performs a specific job automatically.
- **Income:** Money that can be earned, usually from working a job or selling things, to pay for the things they need and want.
- **Line Graph:** A graph that shows changes over time using points connected by lines.
- **Meteorologist:** A person that collects and studies data from the atmosphere and oceans to make weather forecasts.
- **Millibar:** The unit used to measure pressure in meteorology (mb).
- **Plot/Plotting:** Putting points on a graph for each piece of data.
- **Profit:** The money that is left over after paying for all of the costs/expenses.
- **Row:** A line of cells running across the page in a horizontal direction (across).
- **Trend:** The direction data is moving (up, down, staying the same).
- **Unit:** A standard quantity used for measurement, such as centimetres, metres, or kilograms.

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. 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.
- **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.
- **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'.
- **Efficient:** In coding, simplified code runs faster and uses less processing memory, it is said to be more efficient.*
- **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.
- **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.
- **Physical System:** In this context, this is any object or situation that can be analysed and modelled. For example, modelling the function of a traffic light, modelling friction of cars moving down surfaces or modelling the functions of a home's security system.*
- **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.
- **Repeat until:** This command will repeat a block of commands until a condition is met.*
- **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.
- **Tag Attribute:** A word attribute given to objects so that code can be written for multiple objects at once to write efficient code.
- **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.

*Not within Crash Course

Word Processing

- **Border:** The line around a cell, row, column, or the whole table.
- **Bullet Points:** Dots or shapes used to make a list easy to read.
- **Cell:** The box where a row and a column meet.
- **Column:** A vertical line of cells in a table.
- **Copy:** Makes a duplicate of the item in the computer memory.
- **Cut:** Removes the item from where it is and saves it in computer memory.
- **Document:** A file made using a word processor or by hand that contains writing, pictures, or other information.
- **Editing:** Changing or fixing a document.
- **Font:** The style of letters in typed text. Each font has a name.
- **Formatting:** Changing how text looks (includes its font, size, or colour).
- **Handles:** A square that appears around a selected image, allowing it to be edited and formatted.
- **Image:** A picture presented on a screen.
- **Page Margins:** The blank spaces around the edges of the page with no text in them.
- **Page Orientation:** The direction the page is set to. This is either portrait (tall) or landscape (wide).
- **Paste:** Inserts the cut or copied item into a new place in the document.
- **Picture Styles:** Designs added to pictures such as borders, shadows, or shapes.
- **Row:** A horizontal line of cells in a table.
- **Styles:** Ready-made designs for text so headings and writing all match.
- **Table:** A grid made up of rows and columns used to organise information.
- **Text Alignment:** How the text lines up on the page - left, centre, right, or justified.
- **Text Wrapping:** How text flows around an image, shape, or object in a document.
- **Word Processor:** A program or app to create text-based documents with styling and images.

Concept Maps

- **Audience:** A group of people watching or listening to something.
- **Body Language:** The conscious or unconscious movements and postures by which your body communicates attitudes and feelings.
- **Concept Map:** A diagram that helps us organise ideas and show how they are linked together.
- **Connecting Line:** A line that joins ideas together to show how they are connected.
- **Intonation:** The rise and fall of the voice when speaking.
- **Node Settings:** The options within a node that allow you to change the colour and add images, sounds and links.
- **Node:** A box or bubble that holds one idea.
- **Present:** The act of delivering a structured talk, demonstration of performance to a group of listeners.
- **Structure:** The way in which something is made, built or organised.
- **Template:** A sample document that already has some details in place.
- **Text Formatting:** Options that typically allow you to change the style and size of the font, the alignment of text and apply styling.

Coding: External Devices

- **Alert:** A type of output that shows a pop up of text on the screen.
- **Algorithm:** A precise, step-by-step set of instructions used to solve a problem or achieve an objective.
- **Debug:** Fixing code that has errors so that the code will run the way it was designed to.
- **Design:** 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:** An occurrence that causes a block of code to be run.
- **External Device:** A piece of hardware that connects to a computer from the outside to add or expand its functionality.
- **Function:** A named group of commands that a program can run when called by name; reducing the need to rewrite code repeatedly.
- **Host Device:** The main device that external devices connect to.
- **If/else:** A conditional command that 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.
- **Output:** Information that comes out of the computer e.g., sound, prompt, alert or print to screen.
- **Print to Screen:** A type of output. It prints text to the screen.
- **QR Code:** A machine-readable code consisting of an array of black and white squares, used for storing a URL or other information that can be read by a device's camera.
- **Sensor:** A device that produces an output signal for the purpose of sensing a physical phenomenon. The input could be light, heat, motion, moisture or pressure.
- **Simulator:** A piece of software that causes the host device to behave like a different computer system.
- **Variable:** A named area in computer memory. A variable has a name and a value that can be changed by a program.

micro:bits

- **Data:** A set of facts or information that helps us learn something or make decisions.
- **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.
- **Gestures:** A type of input where the micro:bit is moved in different ways such as tilting, dropping and shaking.
- **'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.
- **Logic:** How computers make decisions based on whether things are true or false.
- **Pins:** Small connection areas on the micro:bit used to communicate with external devices.
- **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 or forever.
- **Selection:** A conditional decision command. When selection is used, a program will choose which bit of code to run depending on a condition.
- **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.
- **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 5 Vocabulary

- **2D Game:** A flat game where characters move side to side or up and down on the screen.
- **3D Game:** A game that looks more real, where you can move around in all directions.
- **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.
- **Advanced:** A level that is beyond the basic, requiring a higher level of skill, knowledge, or understanding.
- **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.
 - **Angle:** (In relation to rotation), this gives a number value to the amount of rotation movement. For example, a quarter-turn is 90 degrees (°).
- **Attribute:** A detail about an object in a program that can be changed. For example, its name, scale or position.
- **Audience:** A group of people watching or listening to something.
- **Avatar:** A picture to represent someone.
- **Axis/Axes:** The vertical and horizontal lines on a graph.
- **Body Language:** The conscious or unconscious movements and postures by which your body communicates attitudes and feelings.
- **Border:** The line around a cell, row, column, or the whole table.
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- **Connecting Line:** A line that joins ideas together to show how they are connected.
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 - **Controller (sender):** A device that lets you tell another device what to do from a distance.
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- **Co-ordinates:** Numbers which determine the position of a point, shape or object in a particular space.
- **Copy:** Makes a duplicate of the item in the computer memory.
- **Cost/Expense:** Money that is often spent on something.
- **Cut:** Removes the item from where it is and saves it in computer memory.
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- **Database:** A set of data that can be held in a computer in a format that can be searched and sorted for information.
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 - **Degrees:** The unit used to measure rotation.
- **Design:** 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.

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- **Game Genre:** A category describing the style and gameplay of a game.
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- **Group:** Putting similar pieces of information together in a database so it is easy to read and understand.
- **Handles:** A square that appears around a selected image, allowing it to be edited and formatted.
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- **Plot/Plotting:** Putting points on a graph for each piece of data.
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- **Query:** Finding specific information in a database by using query tools such as filter, sort, calculate or group.
- **Quiz:** A set of questions designed to test knowledge or understanding.
 - **Radio signal:** A type of invisible wave that carries information through the air. It helps things "talk" to each other without wires.
- **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.
 - **Receiver:** The part of a device that gets signals from a remote control.
- **Record:** A collection of related data or information that is stored together as a single unit.
- **Repeat until:** This command will repeat a block of commands until a condition is met.*
- **Repeat:** This command can be used to make a block of commands run a set number of times or forever.
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- **Row:** A line of cells running across the page in a horizontal direction (across).
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- **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:** Part of a machine that detects information from the world around it and sends that information to the machine's computer. The input includes light, heat, motion, moisture or pressure.
- **Sequence:** When a computer program runs commands in order.
- **Simple:** Something that tends to be easily understood or done.

- **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.
- **Simulator:** A piece of software that causes the host device to behave like a different computer system.
- **Sleep:** 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 Animation:** How the sprite moves or changes in appearance.
- **Sprite:** 2D image that represents something on screen like a baddie or a collectable.
- **String:** Text or a combination of text characters and numbers. A sequence of characters, which could form words, phrases or sentences.
- **Structure:** The way in which something is made, built or organised.
- **Styles:** Ready-made designs for text so headings and writing all match.
- **Sub-routine:** A mini program inside a bigger program that does one job.
- **Table:** A grid made up of rows and columns used to organise information.
- **Tag Attribute:** A word attribute given to objects so that code can be written for multiple objects at once to write efficient code.
- **Template:** A sample document that already has some details in place.
- **Test:** When you test something, you try it to find out what it is, what condition it is in, or how well it works.
- **Text Alignment:** How the text lines up on the page - left, centre, right, or justified.
- **Text Formatting:** Options that typically allow you to change the style and size of the font, the alignment of text and apply styling.
- **Text Wrapping:** How text flows around an image, shape, or object in a document.
- **Timer:** In coding, use a timer command to run a block of commands after a timed delay or at regular intervals.
- **Topic:** The subject or theme of something, in this instance, a quiz.
- **Trend:** The direction data is moving (up, down, staying the same).
- **Unit:** A standard quantity used for measurement, such as centimetres, metres, or kilograms.
- **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.

- **Validation:** A setting on fields that only lets a user input data that meets its rules. For example, only numbers or only a date.
- **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.
- **Word Processor:** A program or app to create text-based documents with styling and images.