



## Computers & E-safety

### Whole School Vocabulary Map with Glossary

(words underlined can be found in the glossary at the bottom of the document)

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
<b>Nursery</b>	<b>Role play, Photography and videos, iPads, Educational apps, Interactive whiteboard games, QR codes, Mouse control</b> buttons, computer, click, keyboard, mouse, <u>technology</u> , iPad, screen, sound, camera, whiteboard keys, letters, numbers, space, select, cursor, icons,					
<b>Year R</b>	<b>Role play, Photography and videos, iPads, Educational apps, Interactive whiteboard games, QR codes, Mouse control, Typing, E-safety</b> buttons, computer, click, keyboard, mouse, <u>technology</u> , iPad, screen, sound, camera, whiteboard double-click, keys, letters, numbers, space, select, cursor, icons, safe					
<b>Year 1</b>	<b>Technology around us</b>  computer, double-click, keyboard, mouse, <u>technology</u> , trackpad, screen, icons	<b>Creating Media- Digital Painting</b>  brush size, brush style, colour picker, erase, fill, line tool, paintbrush, paint program, tools, shape tool, undo	<b>Moving a robot</b>  <u>algorithm</u> , background, block, command, delete, design, instructions, predict, programming, programming area, reset, run, <u>Scratch</u> , <u>sprite</u> , start block, value	<b>Grouping Data</b>  colour, data set, fewest, group, image, label, less, more, most, object, property, search, shape, size, value	<b>Creating Media - Digital Writing</b>  backspace, bold, capital letters, format, font, italic, keyboard, keys, letters, mouse, numbers, redo, space, select, text cursor, toolbar, type, typing, underline, undo, word processor	<b>Programming animations</b>  <u>algorithm</u> , background, block, command, delete, design, instructions, predict, programming, programming area, reset, run, <u>Scratch</u> , <u>sprite</u> , start block, value
<b>Year 2</b>	<b>Computing systems and networks – IT around us</b>  computer, <u>Information technology (IT)</u>	<b>Creating Media - Digital Photography</b>  background, camera, capture, compose, <u>device</u> , digital, editing, format, filter, flash, focus, framing, image, landscape, light sources, photograph, portrait, subject	<b>Robot Algorithms</b>  <u>attribute</u> , chart, compare, conclusion, count, data, group, less than, more than, organise, <u>pictogram</u> , tally	<b>Pictograms</b>  <u>algorithm</u> , clear, commands, <u>debugging</u> , design, instruction, order, prediction, program, route, sequence	<b>Making Digital Music</b>  create, emotion, instrument, notes, pattern, pitch, pulse/beat, tempo, rhythm	<b>Programming Quizzes</b>  actions, <u>algorithm</u> , blocks, change, command, <u>debug</u> , design, modify, outcome, predict, program, project, run, <u>Scratch</u> , sequence, <u>sprite</u> , start

## Glossary

Word	Definition	Word	Definition
<b>Algorithm</b>	A set of instructions needed in order to achieve a task. In computing, an algorithm refers to the set of instructions that a computer follows in the order in which they are given.	<b>Infinite Loop</b>	In coding, an infinite loop allows an algorithm to run constantly there is no count control to it.
<b>Attribute</b>	A characteristic / property of an object or group of objects.	<b>Information Technology (IT)</b>	The use of any computers, storage, networking and other physical devices, infrastructure and processes to create, process, store, secure and exchange all forms of electronic data.
<b>Audio</b>	The sound that is heard on a recording or broadcast.	<b>Input Device</b>	A device added to a data logger which will take a measurement, e.g. a thermometer, a light meter.
<b>Bee-Bot</b>	A programmable floor robot.	<b>Internet</b>	The network that allows computers around the world run to talk to one another.
<b>Bot</b>	Short for robot – is a software program that performs automated, repetitive, pre-defined tasks.	<b>LED</b>	A light-emitting diode (LED) is a semiconductor device that emits light when an electric current is passed through it.
<b>Branching Database</b>	A way of classifying a group of objects	<b>Logo</b>	An online programming software where you input instructions to make the turtle move around the screen.
<b>Breadcrumb Trail</b>	Tracks and displays each page viewed by a visitor of a website.	<b>Magic Wand</b>	In photo editing, the magic wand tool allows you to select all the same colour in a picture.
<b>Browser</b>	A computer program used to access the World Wide Web.	<b>Media</b>	Different channels of communication.
<b>Bug</b>	A coding error in a computer program.	<b>Microcontroller</b>	Extremely small microcomputers that are entirely self-contained on a single chip.
<b>Clone</b>	When photo processing, a section of an image can be copied into a different area.	<b>MP3</b>	A type of audio file.
<b>Code</b>	A set of rules or instructions. When programming, it will tell the computer what to do.	<b>Network</b>	A set of computers linked together to share resources.
<b>Composite</b>	An image made up from multiple images.	<b>Network Switch</b>	A device that enables multiple devices on a network to be connected with each other.
<b>Condition</b>	Something which is true or false.	<b>Onion Skinning</b>	When animating, an onion skin shows a transparent image of the previous capture so that the user can see the movement.
<b>Conditional Statement</b>	When programming, the code tells the computer what to do if a certain condition is met.	<b>Packet</b>	In networking, a packet is a small segment of a larger message. Data sent over computer networks is divided into packets. These packets are then recombined by the device that receives them.
<b>Count-Controlled Loop</b>	Controlling how many times a algorithm is performed.	<b>Pictogram</b>	A chart or graph which uses pictures to represent data in a simple way.
<b>Crawler</b>	An internet bot that systematically browses the World Wide Web and that is typically operated by search engines for the purpose of Web indexing.	<b>Pixels</b>	Small squares which make up a digital picture.
<b>Data Logger</b>	Electronic devices which automatically monitor and record environmental factors, e.g. sound, temperature, light.	<b>Procedure</b>	A set of coded instructions that tell a computer how to run a program
<b>Data Point</b>	Each time a data logger takes a reading.	<b>Protocol</b>	An established set of rules that determine how data is transmitted between different devices in the same network.
<b>Database</b>	An organized collection of data, typically stored electronically in a computer system.	<b>Router Tracing</b>	A map of how data is transferred over a network from one device to another.
<b>Debug / Debugging</b>	Checking the code in a computer program to ensure it works, and changing it if it doesn't.	<b>Scratch</b>	A free programming language that allows the user to use coding blocks to create interactive stories, animations, games, music, and art.
<b>Desktop Publishing</b>	The production of page designs with a computer where text and images are used.	<b>Server</b>	A computer that manages the network and stores files.
<b>Device</b>	A thing made or adapted for a particular purpose.	<b>Sprite</b>	An object or character in Scratch that can be programmed to perform actions based on scripts in a project using blocks.
<b>Digital Device</b>	An electronic device that can create, generate, send, share, communicate, receive, store, display, or process information, e.g. desktops, laptops, tablets, smartphones.	<b>Stop-Frame Animation</b>	A filmmaking technique in which objects are physically moved in small increments and captured one frame at a time so that when played back, it will give the illusion of motion.
<b>Event</b>	In coding, an event is when something happens that triggers the code to run.	<b>Subpage</b>	Pages on a website which are linked to from the main page.
<b>Event Block</b>	Events blocks tell Scratch when to start running the program by setting a triggering moment, such as pressing a certain key.	<b>Technology</b>	A set of tools that helps make things easier or resolve problems. They do not need to be electronic.

<b>Extension Block</b>	Scratch extensions allows the scratcher to make Scratch programs communicate with the external hardware and online resources, e.g. Lego or Microbits.	<b>Turtle</b>	When using Logo, it is an arrow or turtle image on screen that draws a line as it is programmed.
<b>Fair Use</b>	There is an exception to the rules of copyright, called fair use. This means that people can copy a very small amount of a work for specific reasons.	<b>Vector Drawing</b>	A drawing which is made up of shapes and paths. Each line / shape can be individually manipulated and the layer order of them changed.
<b>Hue/Saturation</b>	When photo editing, hue allows you to change the colour and saturation can remove the colour or make it more intense.	<b>Vignette</b>	A vignette effect is an artistic darkening of a photo's corners compared to its centre.
<b>Hypertext Markup Language (HTML)</b>	HTML describes the structure of a Web page. It tells the browser how to display the content	<b>World Wide Web</b>	The world wide web is a collection of webpages found on a huge network of computers known as the internet.