

**purple**  
**mash**

# **Year 3**

# **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.

## Email

- **Address Book:** A place where all contact's email addresses can be found and saved.
- **Attachment:** A file, which could be a piece of work or a picture, that is sent with the email.
- **Communication:** The process of giving, receiving and sharing information. Examples of types of communication methods include: Email, text message, speaking and listening, sending letters.
- **Compose:** Another word for 'write'.
- **Email:** (Electronic Mail) An Internet service that allows people who have an email address to send and receive instant electronic letters.
- **Email Simulation:** A representation of email communication that is not real.
- **Inbox:** The folder where new emails go into when they are received.
- **Password:** A secret word, phrase or combination of letters, numbers and symbols that must be used to gain admission to a site or application such as email.
- **Personal Information:** Identifying information about yourself such as your name, address and telephone number.
- **Recipient:** The person a message is being sent to. In an email, their email address will be found in the 'To' field.
- **Trusted Contact:** A person who you know and trust, making an email from them safe to open.

## Route Planners

- **Algorithm:** A set of detailed, step by step instructions that solves a problem or achieves 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 (°).
- **Command:** A single instruction, such as, 'turn left'.
- **Degrees:** The unit used to measure rotation.
- **Repeat:** This can be used to make a block of commands run a set number of times.
- **Rotation:** The action of turning around a centre point. This is a circular movement where an object changes its direction.
- **Route:** A path an object takes to get from one place to another.
- **Turtle Object:** A type of object that moves by coding either directions or angles of rotation and distance to move.

## Branching Databases

- **Binary Choice:** A decision between only two distinct options.
- **Binary Tree:** Another name for a branching database.
- **Branching Database:** A type of database that uses yes or no questions to help sort and identify objects.
- **Data:** A set of facts or information that help us learn something or make decisions.
- **Database:** A place where data is stored or organised. It helps us find information quickly.
- **Debug\ Debugging:** The process of finding and fixing mistakes (known as bugs) in computer code or a program so that it works the way it's supposed to.
- **Record:** A collection of related data or information that is stored together as a single unit.

# Spreadsheets

- **Advanced Mode:** A mode within a system that offers greater control or more complex options than a basic mode.
- **AVERAGE:** A function that works out the 'middle' value of a set of numbers.
- **Copy Tools:** The Copy tools will copy the contents of the cell on one side of the tool over to the other side.
- **Data:** A set of facts or information about something.
- **Formula:** A set of instructions that tells a spreadsheet what to calculate.
- **Formula Bar:** An area of a spreadsheet where formulae can be entered using the '=' sign.
- **Formula Wizard:** A tool in a spreadsheet that helps you to choose and make formulae without having to type them in.
- **Function:** A built-in formula that performs a specific job automatically.
- **MAX:** A function that finds the largest number in a range.
- **Merge Cells:** The process of combining multiple cells into one larger cell, often for formatting or for creating titles.
- **MIN:** A function that finds the smallest number in a range.
- **Operations:** The four operations of mathematics (addition, subtraction, multiplication and division.)
- **Problem Solving:** The process of using information and different skills.
- **Range:** A group of cells that you select together to use in a function.
- **Sheet:** A single page within a spreadsheet file where data can be entered. You can have more than one sheet in a file.
- **SUM:** A function that adds up all the numbers in a range of cells.
- **Total Tools:** The Totals tools will add up all the cells before it and present a total.

## Coding

- **Action:** The way that objects change when programmed to do so. For example, move.
- **Alert:** This is a type of output. It shows a pop up of text on the screen.
- **Algorithm:** A set of detailed, step by step instructions.
- **Attribute:** A detail about an object in a program that can be changed. For example, its name, scale or position.
- **Button Object:** A type of object in 2Code that responds only to click events.
- **Collision Detection:** An event command that detects whether two objects have touched each other.
- **Debug\ Debugging:** Fixing code that has errors so that the code will run the way it was designed to.
- **Design:** Planning how a computer program should look and work before building it.
- **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.
- **Interval:** In a timer, this is the length of time between the timer code running and the next time it runs e.g. every 1 second.
- **Nesting:** When coding commands are put inside other commands. These commands only run when the outer command runs.
- **Object:** An item in a program that can be given instructions to move or change in some way (carry out an action).
- **Output:** Information that comes out of a device e.g. sound.
- **Procedure:** A block of code designed to perform a specific task.
- **Repeat:** This command can be used to make a block of commands run a set number of times or forever.
- **Sequence:** When a computer program runs commands in order.
- **Test:** To run the code and observe what happens to identify where there might be bugs in the program.
- **Timer:** In coding, use a timer command to run a block of commands after a timed delay or at regular intervals.
- **Turtle Object:** A type of object in 2Code that moves by coding angles of rotation and distance to move.

# Presentations

- **Animation:** Adding movement to still objects such as text and images.
- **Font:** A design of letters, numbers, and symbols, like Arial or Times New Roman.
- **Format:** Change how media, such as text or images, look on a page.
- **Handles:** A square that appears around a selected image, allowing it to be edited and formatted.
- **Image:** A picture you can see on a screen.
- **Media:** Information in the form of text, sounds, images, or video.
- **Picture Styles:** Designs you can add to pictures like borders, shadows, or shapes.
- **PowerPoint:** A computer program that helps you make a slideshow presentation to show information.
- **Slide:** One page of your slideshow presentation.
- **Slide Notes / Presenter Notes:** Words under a slide to help the presenter remember what to say when they present.
- **Transition:** How a slide moves from one to the next.
- **Word Art:** Format the text with shadows, curves, and 3D effects.

## Touch Typing

- **Bottom Keys:** The row of letters on a keyboard below the home row.
- **Home Keys:** The middle row of letters on the keyboard where your fingers rest when you are not typing.
- **Number Row:** The horizontal row of number keys (0-9) found at the top of a keyboard.
- **Keyboard:** A device with a set of keys (buttons) that you press to type letters, numbers, punctuation, and commands into a computer.
- **Posture:** The position in which someone holds their body when standing or sitting.
- **Shift Key:** A special key on the keyboard that you hold down while pressing another key to make a capital letter or a symbol.
- **Space Bar:** The long key at the bottom of the keyboard that makes a space between words when typing.
- **Top Keys:** The row of letters on a keyboard above the home row.
- **Typing:** The action or skill of writing something by means of a typewriter or, in this case, a computer.

## micro:bits

- **Accelerometer:** A sensor that detects movement.
- **Algorithm:** A set of detailed, step by step instructions.
- **Animation:** A method that turns still pictures into moving images. This technique can make drawings, computer graphics, or photographs appear to move.
- **Gestures:** A type of input where the micro:bit is moved in different ways such as tilting, dropping, shaking.
- **Hardware:** The physical parts of a computer that you can see and touch and the parts inside.
- **Image:** A graphic representation of something on a computer screen.
- **Infinite loop:** A loop that runs forever.
- **LED:** Light emitting diode - the micro:bit display is made of 25 LEDs.
- **Output:** Information that comes out of a device e.g. sound or lights shown on the LED display.
- **Repeat:** This can be used to make a block of commands run a set number of times.
- **Sequence:** When a computer program runs commands in order.
- **Software:** Programs that tell a computer what to do to complete a task.
- **Sound output:** Information that comes out of the computer as a sound.
- **Speaker:** Part of the micro:bit that produces the sound output.

# All Year 3 Vocabulary

- **Accelerometer:** A sensor that detects movement.
- **Action:** The way that objects change when programmed to do so. For example, move.
- **Address Book:** A place where all contact's email addresses can be found and saved.
- **Advanced Mode:** A mode within a system that offers greater control or more complex options than a basic mode.
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- **Debug\ Debugging:** The process of finding and fixing mistakes (known as bugs) in computer code or a program so that it works the way it's supposed to.
- **Degrees:** A measurement of a turn. A full turn has 360 degrees; written as 360°.
- **Design:** Planning how a computer program should look and work before building it.
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- **Right-Angle:** This is a term that describes an angle of 90°, as in a corner of a square, or formed by dividing a circle into quarters.
- **Rotation:** The action of turning around a centre point. This is a circular movement where an object changes its direction.
- **Route:** A path an object takes to get from one place to another.
- **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.
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