

**purple**  
**mash**

**Year 4**

**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.
- **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.
- **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.



# Unpacking Hardware and Software

- **Application (App):** A type of software used for a specific task.
- **Component:** Internal parts of a computer.
- **Computer System:** All the parts of a computer working together.
- **Digital Technology:** Technology that uses electricity and computer code (software) to collect, process, store or share information.
- **Electrical Technology:** Technology that needs electricity to work but doesn't use computer code or software.
- **Hardware:** The physical parts of a computer that you can see and touch and the parts inside.
- **Input:** Sending information into the computer.
- **Manual Technology:** Tools or machines that are powered by people (not electricity or code).
- **Output:** The computer sending information back to us.
- **Peripheral:** A piece of hardware that you plug into or connect to a computer to help it work.
- **Process:** A set of steps that happen in order to complete a task.
- **Program:** A set of instructions that a computer follows.
- **Smart Technology:** A type of digital technology that can collect information, make decisions, or respond to what's happening around it, using the internet.
- **Software:** Programs that tell a computer what to do to complete a task.
- **Storage:** Where the computer saves information so you can use it again later.
- **Technology:** Using scientific knowledge to design or make tools, systems, or machines that help solve problems or make tasks easier.



# Animation

- **Animation:** A method that turns still pictures into moving images. This technique can make drawings, computer graphics, or photographs appear to move.
- **Animation Software:** A computer program that helps users create animations from images created on a computer or from images captured in the real world.
- **Background:** An image on the frame that shows behind the animated objects.
- **Copy Frame:** A feature in animation software where frames can be copied. This can be used to repeat frames at the end of an animation to help make it look smoother.
- **Evaluate:** The process of judging the quality of something by using criteria to help judge it.
- **Frame:** A single image in an animation.
- **Frames Per Second:** The number of frames played per second.
- **Onion Skinning:** A process where the shadow image of the previous frame is present to help you line up the objects of the animation correctly.
- **Sharing Controls:** The menu that allows work to be shared with others. For example, sharing to a Display Board.
- **Sound Effect:** A sound other than speech or music.
- **Stop Motion:** A way of making objects or pictures look like they are moving by repeatedly taking photos for each tiny change of movement and then playing the photos back.
- **Storyboard:** A visual planning tool used to map out the sequence of a narrative.



## Logo

- **Logo:** A text-based coding language used to control an on-screen turtle to create paths, shapes and patterns.
- **Logo Commands:** A list of commands inputted into Logo to move the turtle around the screen.
- **Pen Up:** A command which raises the screen pen, so the Logo turtle doesn't draw on screen.
- **Pen Down:** A command which lowers the screen pen, so the Logo turtle draws a line on the screen.
- **Multi-Line Mode:** A way of typing several lines of commands in the text area before the code is run.
- **Repeat:** A set of instructions that is run a specified number of times.
- **Setps:** Changes the thickness on the Logo line
- **Setpc:** Changes the colour of the Logo line.
- **Procedure:** A set of named instructions that Logo can remember and use again later.

## Sound Stories

- **Audiobook:** A recorded version of a book that is read aloud.
- **Background Music:** Music that plays softly behind a story, scene, or activity.
- **Edit:** To cut, move, or improve parts of a recording.
- **Editor:** A person who checks and improves written work, videos, or sound recordings by fixing mistakes and making it flow smoothly.
- **Final Mix:** The complete, polished version of your audio.
- **Playback:** Listening to a recording to check how it sounds and decide what to change.
- **Recording:** Capturing sounds, voices, or music so they can be played back later.
- **Sound Effects:** A recorded sound other than speech or music that is added to make something more exciting or realistic.
- **Sound Effects Manager:** A person who finds or creates sounds to make a project more interesting and realistic.
- **Sound Technician:** Someone who sets up and controls the equipment for recording or playing sound, making sure everything can be heard clearly.
- **Timeline:** The area in an audio recording and editing tool where you can see and move your audio clips.
- **Track:** A row or layer where a piece of sound (like speech or music) is added when using an audio recording tool.

## Effective Searching

- **Crawl:** How a search engine explores the web to find pages.
- **Exact Match:** Search results that contain the exact words you typed (often in quotes).
- **Fake News:** False or misleading information made to look like real news or fact.
- **Filter:** A tool that lets you narrow search results by type or date.
- **Index:** The search engine's database of all the pages it has found.
- **Internet:** A global network of computers that share information from one device to another, anywhere in the world.
- **Keywords:** The most important words you type into a search engine to find information quickly.
- **Rank:** How a search engine orders results.
- **Refine:** To improve a search to get better results.
- **Relevance:** How closely a result matches your search.
- **Reliable Source:** A trustworthy place to get information.
- **Search Bar:** The box where you type what you want to find out on a search engine.
- **Search Engine:** A website that helps us find information on the internet such as Google or Kiddle.
- **Snippet:** The short description found under each search result.
- **Virtual Assistant Device:** A computer program (software) that listens to your voice and answers questions or does tasks, like Alexa or Siri.
- **Website:** A collection of connected pages on the internet about a topic or a place.

## Coding

- **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.
- **Attribute:** A detail about an object in a program that can be changed. For example, its name, scale or position.
- **Co-ordinates:** Numbers which determine the position of a point, shape or object in a particular space.
- **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.
- **'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.
- **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.\*
- **Loop:** A control structure that repeatedly runs a block of code as long as a specified condition is met or for a fixed number of times.\*
- **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). In 2Code Gibbon, these include character, turtle, button, vehicle, animal, food, shape, number, input and label.

- **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.
- **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.
- **Tinker:** To experiment with code, tools or ideas by making small changes, testing outcomes, and learning from experimentation or trial and error.\*
- **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.

\*Not within crash course

## Composing Beats

- **BPM:** Beats per Minute. Changing the BPM changes the speed of the music.
- **Dynamics:** How loud or quiet a sound is.
- **Electronic Music:** Music that is made using electronic instruments, computers, or other technology, rather than only traditional acoustic instruments.
- **Melody:** A sequence of notes which make up a tune.
- **Patch:** A saved collection of sound settings that creates a specific tone or effect.
- **Pitch:** How high or low a sound is.
- **Pulse:** The steady beat of a piece of music.
- **Rippler:** The moving line in Busy Beats that travels across the screen and “plays” the sounds you’ve put on the grid.
- **Rhythm:** A pattern of long and short sounds and silences.
- **Sample:** A short recording of a sound that you can use in your music e.g. a drumbeat.
- **Synths:** Short for synthesizer. Electronic musical instrument sounds.
- **Tempo:** How slow or fast a piece of music is.
- **Texture:** The different sounds you can hear in a piece of music.

# Introduction to AI

- **Artificial Intelligence (AI):** A type of technology that can make predictions, take actions, and create content, by learning from data.
- **Automation:** When machines or AI do tasks humans normally do.
- **Data:** Pieces of information (like words, pictures, sounds or numbers) that AI uses as “ingredients” to learn.
- **Digital Citizenship:** Making smart, kind, and safe choices online, including how we behave when using AI.
- **Format:** The way the information is to be presented (like a list, story, or paragraph).
- **Future Technology:** New inventions or tools that people create to help do things better or more easily.
- **Generative AI:** A kind of AI that makes brand new things (stories, images, etc.).
- **Human Oversight:** Humans being in charge, checking, and making rules for AI.
- **Innovation:** A new idea, improvement, or helpful invention.
- **Prediction:** When AI looks at data, finds patterns and guesses what comes next.
- **Privacy:** Deciding what personal information to share, and who can see it.
- **Prompt:** The instruction given to generative AI (like asking for a story or picture).
- **Refine:** To improve or make something better by making small changes.
- **Responsible Behaviour:** Being respectful, thinking about the impact of our actions, and acting kindly.
- **Trustworthy / Reliable:** Considering whether information (or AI output) is real, true, and fair.

## micro:bits

- **Accelerometer:** A sensor that detect movement.
- **Data:** A set of facts or information that help us learn something or make decisions.
- **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.
- **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.
- **Infinite Loop:** A loop that runs forever.
- **Light Sensor:** An input that senses the level of light in the real world.
- **Logic:** How computers make decisions based on whether things are true or false.
- **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.
- **Simulation:** A computer model of something in the real world.
- **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 4 Vocabulary

- **'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.
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- **Playback:** Listening to a recording to check how it sounds and decide what to change.
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- **Privacy:** Deciding what personal information to share, and who can see it.

- **Procedure:** A set of named instructions that Logo can remember and use again later.
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- **Program:** A set of instructions that a computer follows.
- **Prompt:** The instruction given to generative AI (like asking for a story or picture).
- **Pulse:** The steady beat of a piece of music.
- **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.
- **Rank:** How a search engine orders results.
- **Recording:** Capturing sounds, voices, or music so they can be played back later.
- **Refine:** To improve or make something better by making small changes.
- **Relevance:** How closely a result matches your search.
- **Reliable Source:** A trustworthy place to get information.
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- **Tinker:** To experiment with code, tools or ideas by making small changes, testing outcomes, and learning from experimentation or trial and error.
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