

purple
mash

Year 1

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

- **Avatar:** A picture to represent someone.
- **File Name:** The name given to an online piece of work.
- **Home Page:** 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.
- **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.
- **Save:** A way of keeping your work so you can open it again later.
- **2Do:** Work given by your teacher to complete on Purple Mash.

Creative Computing

- **Arrow Keys:** A set of keys on a computer keyboard that are used to move in different directions: up, down, left, and right.
- **Digital Art:** A piece of art created using a digital device such as a computer.
- **Drag and Drop:** The action of clicking or tapping on something on the screen and holding down the mouse button while moving the object to a different place then releasing the mouse or your finger to "drop" it.
- **Hotspot:** An area on a device screen that responds in a particular way to an action that the person using the device performs.
- **Touchscreen Gestures:** Specific movements made by touching a device's screen with one or more fingers. Includes tap, swipe, pinch, spread, long press, rotate.

Data Explorers

- **Criteria:** A way in which something is grouped or sorted.
- **Data:** A collection of information, used to help answer questions.
- **Group:** To put similar things together.
- **Pictogram:** A diagram that uses pictures to represent data.
- **Sort:** To put things into an order.

Creating and Following Instructions

- **Algorithm:** A set of instructions in order.
- **Computer Bug:** Bug is the word used to describe an error in the way that a computer program works.
- **Debugging:** To find and remove bugs (errors) from a computer program.
- **Instructions:** How something should be done.
- **Program:** A set of instructions (an algorithm) that tells a computer what to do.

Animated Stories

- **Animation:** A method that turns still pictures into moving images. This technique can make drawings, computer graphics, or photographs appear to move.
- **Background:** An image on the page that shows behind the animated images.
- **Copy and Paste:** The action of briefly saving something from a device's screen, such as an image or some text into the device's memory and then putting a copy of it somewhere else on the device.
- **Digital Book:** A book that can be read on an electronic device. These are sometimes called e-books or electronic books.
- **Eraser:** a tool used to remove marks made in a drawing area on the screen.
- **Font:** The style of text used in a piece of writing.
- **Sound Effect:** A sound other than speech or music.
- **Text:** Words, letters, numbers or symbols typed into a device.
- **Undo:** A command that allows you to reverse the most recent action or series of actions: It lets you go back in time to correct mistakes or changes you made.

Coding

- **Action:** The way that objects change when programmed to do so. For example, move.
- **Algorithm:** A set of instructions in order.
- **Attribute:** A detail about an object in a program. For example, its name, or its size.
- **Code:** Instructions that can be understood by a computer.
- **Code Blocks:** A way to write code using blocks.
- **Code View:** The view in a coding program that shows the code used to make the program.
- **Coding:** Creating code for a computer.
- **Command:** A single instruction.
- **Debugging:** To find and remove bugs (errors) from a computer program.
- **Design View:** The view in a coding program that shows what the program looks like to the user.
- **Event:** Something that happens in a program that causes a block of code to be run.
- **Instruction:** How something should be done.
- **Object:** Items in a program that can be given instructions to move or change in some way.
- **Output:** Information that comes out of the computer. For example, sound out of the speakers.
- **Program:** A set of instructions (an **algorithm**) that tells a computer what to do.
- **Program Design:** Details of the objects, events and actions that the program should include.
- **Programmer:** A person who creates computer programs. Sometimes called a coder.
- **Scale:** An attribute of an object that changes its size.
- **When Clicked:** An event command that makes something happen when an object is clicked on.

Technology Around Us

- **Device:** A tool or machine that helps people to do things.
- **Digital Technology:** Technology that uses electricity and computing to manage and share information.
- **Electronic:** A tool or device that uses electricity to work.
- **Hardware:** The physical parts of a computer, such as the monitor, keyboard and mouse.
- **Technology:** Using scientific knowledge to make tools that solve problems.

Making Beats

- **Beat:** The steady, regular pulse that you can tap your foot to or clap along with.
- **Compose:** To create your own piece of music.
- **Digital:** Using a computer, tablet, or phone to create something such as art, music or writing.
- **Musical Instrument:** Something you play to make music.
- **Tempo:** The speed of a piece of music.
- **Tune:** The part of the music that you can hum or sing along to.

All Year 1 Vocabulary

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