

purple
mash

Year 2

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 representing someone.
- **File Name:** The name given to an online piece of work.
- **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.
- **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.

The Internet

- **Browser:** A program used for displaying and navigating between web pages.
- **Home Page:** The main page for a website that you use to reach all the other areas.
- **Internet:** A way to send information from one device to another anywhere in the world using technology such as phones, satellites and radio links.
- **Keywords:** Important words that help us search for things online.
- **Link:** A button or text you can click to go to another webpage.
- **Modem:** A box that brings the internet into your home through cables.
- **Router:** A device that takes the internet from the modem and shares it with your devices, often wirelessly.
- **Search Engine:** A website that helps us find information on the internet.
Example: Google or Kiddle.
- **Search Bar:** The box where you type what you want to find on a search engine.
- **Smart Device:** A device, like a TV, phone or watch, that can connect to the internet.
- **Website:** A collection of connected pages on the internet about a topic or place.
- **Webpage:** A single page of information on a website.
- **Wi-Fi:** A way to connect to the internet without wires.
- **World Wide Web:** The web pages and documents you see when you are browsing online.

Creating Pictures

*Words that have an asterisk next to them are art terms and not specifically computing terms.

- ***Arts and Crafts:** A style of art that often-used nature inspired patterns. William Morris was a famous artist known for this style of art.
- ***De Stijl:** A style of art from over 100 years ago that uses straight lines and bright colours.
- **Digital Portfolio:** A place where a collection of different files can be saved in one place or file.
- **Fill Tool:** A tool found in digital art tools that let a user fill a shape with a colour.
- ***Horizontal:** A line or shape which goes in the direction of side to side.
- **Image Picker:** A place where images such as clipart or photos can be chosen to import into a file.
- **Import:** Putting a file such as an image into another type of file.
- ***Impressionism:** A style of painting that looks light and colourful. Instead of painting every detail, impressionist artists used quick and short brush strokes, which captured a scene at that moment.
- ***Outline:** An outline on a picture is like a border or edge that shows the shape of something.
- **Palette:** Within computer graphics, this is the range of colours or shapes available to the user.
- ***Pointillism:** Pointillism is a way of painting where artists use tiny dots of different colours instead of brushstrokes.
- ***Repeating Pattern:** A decorative design that is shown again and again.
- ***Resize:** Changing the size of something to fit. Such as resizing an image to fit into a frame.
- ***Rotated Pattern:** When the position of an image is moved around in the direction of a circle.
- ***Style:** A particular way in which something looks or is formed.
- ***Symmetry:** Something is symmetrical when it has two matching halves; the same of both sides.
- ***Vertical:** A line or shape that goes in the direction top to bottom.

Route Explorers

- **Algorithm:** A set of instructions in order.
- **Coding:** Creating instructions for a computer, telling it what to do, step-by-step.
- **Computer Bug:** Bug is the word used to describe an error in the way that a computer program works.
- **Command:** An action such as, 'turn left'.
- **Debugging:** To find and remove bugs (errors) from a computer program.
- **Direction:** The path that something travels. For example, a robot moving forwards or backwards.

Questioning

- **Branching Database:** A type of database that uses yes or no questions to help sort and identify objects.
- **Closed Question:** A question that offers a set of answers or options for a person to choose from.
- **Data:** A collection of information, used to help answer questions.
- **Grouping:** A grouping is a set of people or things that have something in common.
- **Open Question:** A question that can't typically be answered with yes or no and requires a person to give extra detail in an answer.
- **Pictogram:** A diagram that uses pictures to represent data.
- **Primary Data:** Data that is collected by the person who is using it.
- **Sorting:** The process or operation of ordering items and data in a certain way.
- **Tally Chart:** A table used to record and count data using tally marks.
- **Yes or No Question:** A type of closed question that is designed to only be answered using the words 'Yes' or 'No'.

Spreadsheets

- **Apparatus:** A set of equipment that is used for a particular purpose.
- **Automatically:** If a machine or device does something automatically, it does it independently, without human control.
- **Axis/Axes:** The straight lines on a chart that the data is drawn against. One usually shows the type of data, and the other shows the amount.
- **Block Diagram:** A type of image that uses blocks (rectangles) to show amounts.
- **Cell:** An individual box in a spreadsheet where you can type data.
- **Click & Drag:** The action of selecting multiple cells at once by clicking and dragging over other cells.
- **Column:** A line of cells that goes from top to bottom in a vertical direction (up and down).
- **Controls Toolbar:** The area in 2Calculate where spreadsheet-specific tools are found.
- **'Count' Tool:** A tool that counts how many of something there is within a spreadsheet.
- **Data:** The information that you collect and record, such as favourite colours or how many pets people have.
- **Delete:** To remove the contents of a cell (without deleting the whole cell).
- **Edit:** To change the contents of a cell after it's been entered.
- **Format:** The way something looks or is arranged.
- **'Is Equals' Tool:** A tool that can be used instead of the equals sign. It will show whether a calculation is correct or not.
- **Labels:** The words on the axes that tell you what the bars and numbers mean.
- **'Quiz' Tool:** A tool that can be used after the equals sign or instead of a number in a calculation. When an answer is typed correctly, it will show the correct number.
- **Resize:** To change the width of a column or the height of a row.
- **Row:** A line of cells running across the page in a horizontal direction (across).
- **Spreadsheet:** A program that helps organise information in rows and columns.
- **Title:** The name given to a diagram or chart that tells you what it is about.
- **Value:** A number or symbol that represents an amount.
- **Wrap text:** A setting that makes text appear on multiple lines within a cell.

Coding

- **Action:** The way that objects change when programmed to do so. For example, move.
- **Attribute:** A detail about an object in a program. For example, its name, or its size.
- **Algorithm:** A set of instructions in order.
- **Bug:** A problem in a computer program that stops it working the way it was designed.
- **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.
- **Command:** A single instruction in a coding program.
- **Debug\ Debugging:** Fixing code that has errors so that the code will run the way it was designed to.
- **Event:** Something that happens in a program that causes a block of code to be run.
- **Object:** An item in a program that can be given instructions to move or change in some way.
- **Output:** Information that comes out of the computer e.g. sound.
- **Program:** A set of instructions (an algorithm) that tells a computer what to do.
- **Program Design:** When coding, the program design includes details of the objects, events and actions that the program should include.
- **Sequence:** When a computer program runs commands in order.
- **Timer:** In coding, a timer makes something happen after a set amount of time.
- **When Clicked:** An event command that is triggered when an object is clicked on.
- **When Key Event:** An event triggered when a user presses a particular key on the keyboard.*
- **When Swiped Event:** An event triggered when the user swipes a particular area of the screen e.g. the background (touch-screen devices only).*

*Not included in crash course

Presenting Ideas

- **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.
- **Group:** A set of things that belong together because they are similar.
- **Layer:** A level of ideas in a concept map.
- **Node:** A box or bubble that holds one idea.
- **Present:** To share your ideas with other people so they can understand them.
- **Title:** The name of the work that tells us what it is about.

Making Music

- **Background Music:** The music that plays behind talking or action in a film, TV show or game.
- **BPM:** Beats per minute - how fast or slow a piece of music is played.
- **Compose:** To write or create your own piece of music by putting notes and sounds together.
- **Digital Music:** Music that has been recorded and stored on a computer or device so it can be played at any time.
- **Looping:** Repeating a short section of sound or music over and over again.
- **Sound Effect (SFX):** A sound other than speech or music.
- **Tune:** The part of the music that you can hum or sing along to.
- **Volume:** How loud or quiet a note is.

All Year 2 Vocabulary

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