

Bickley Primary Computing Glossary of Terms

Algorithm: A set of instructions completed in order to achieve a task. Algorithms can be written for everyday actions such as making a cup of tea. In computing, an algorithm refers to the set of instructions a computer follows in the order in which they are given.

Binary: The language computers use. It is a series of 1s and 0s and is also used in mathematics.

Coding: Creating apps, software and websites by putting a series of commands and information into a program.

Communication technology: Equipment used to communicate, such as mobile phones, tablets and smart watches.

Computational logic / thinking: A term that describes the decision-making process used in programming and when writing algorithms.

Data: Information!

Debugging: When writing code, things will often go wrong. Checking code in a program helps to ensure it works, and allows changes to be made to produce the correct result.

Decomposition: The process by which a large, difficult problem can be broken down into a series of smaller, simpler problems, thus making the overall problem easier to solve.

Hardware: The physical part of a computer. The hardware uses electrical signals to complete the calculations needed to make software run. Examples of hardware include the circuit board, memory, printers, mouse, monitors and keyboards.

Internet: A huge network, or system, that connects millions of computers and devices around the world.

Logic: Using rules to solve problems. Computational logic is used to tell a program to decide what to do and when.

Network: Computers linked within a building or area.

Output: The information that comes out of the computer.

Program: A collection of instructions or algorithms designed to make processes simpler. A computer program is written using a programming language, which allows someone

to teach a computer how to achieve a result. Examples of programming languages are Scratch and Python.

Programming: Instructions telling a computer how to complete a task.

Repetition: Actions that are completed over and over until a task is complete. For example, in Scratch you may repeat the movements of the sprite to make it look like it's walking.

Selection: A way in computers programs to make choices. For example, IF..., THEN...

Sequence: A set of instructions that are followed in a particular order.

Software: Apps and programs found on a computer.

Variable: Information we want the computer to store (remember) but that can be changed.

World Wide Web: All of the pages of the internet. They are accessed by a browser such as Google or Bing.