Glossary

3D	Three dimensions such as: width, height and depth.
Algorithm	A list of steps to finish a task.
Animation	When still figures or images are edited to appear as moving images.
Audio	Sound, especially when recorded.
Audio Recording	Storage of sounds so they can be heard again.
Audio Visual	Sound and images combined together.
Backspace	The delete key on a standard keyboard.
Barchart	Representing numerical data using different sized rectangles.
Barcode	A way of storing numbers, printed in a way that a computer can easily read.
Behaviour	An action that a sprite performs continuously until it's told to stop.
Bold	A set of letters or numbers that are darker and heavier than normal.
Boolean search	A search using the words AND, OR, NOT to limit, broaden, or define the search.
Branching database	A way to sort information by asking questions that are normally answered 'yes' or 'no'.
Bug	Part of a program that does not work correctly.
Call a Function	Using the name of the function to tell the computer to run the code written in the function.
Caps Lock	The button on a keyboard which causes all the letters to be upper case.
Caption	A title, brief explanation, or comment accompanying an image.

Cell	A rectangle within a spreadsheet where a data item can be added.
Cell reference	Describing the location of a cell (Columns are letter and Rows are number eg. V3).
Chart	Graph produced from a range of data e.g. pie chart, bar graph etc.
Click	Press the mouse button.
Closed questions	A question with a limited choice of answers e.g. Yes/No.
Collaboration	Working with someone to produce something together.
Column	When a page is divided vertically.
Column (Spreadsheets)	A single vertical set of cells, described by a letter.
Command	An instruction.
Communication	Imparting or exchanging of information.
Computer	An electronic device that can input, output, and store information.
Condition	A statement that a program checks to see if it is true or false. If true, an action is taken. Otherwise, the action is ignored.
Conditional	Statements that only run under certain conditions.
Copy	Duplicate an object to make an identical version.
Copy/Paste	Duplicate information from one place and put it in another.
Copyright	Copyright is a law that stops you from using other people's work without their permission or giving the credit
Copyright	Copyright gives the owner control over their work and how it is used.
Crop	To remove or adjust the outside edges of an image.
Data	Information that can be collected.
Data	Information. This could be letters, numbers, measurements, words, sentences etc.
Data Attribute	A type of data e.g. colour, age, yes/no

Data item	One piece of data, e.g. 12:30am or 53m or banana.
Data Logger	A device that records data using a sensor.
Data set	A group of related data items.
Data Value	A specific piece of data e.g. a word or number.
Database	Data stored in a computer program, organised into tables, records and fields.
Debug	When you find a problem in a program that you have written and repair it.
Debugging	Finding and fixing a problem in a program.
Declare a Function	Fill in a function with code and give the function a name.
Decomposition	The process of breaking down a problem into a number of smaller problems that can more easily be solved.
Delete	To remove some digital text or images.
Digital	Using electronic technology e.g. computers.
Digital technology	Electronic systems and resources that help us learn, communicate and play.
Directional language	Commands such as forward, backward, left, right, turn.
Double-Click	Press the mouse button twice quickly.
Drag	Click your mouse button and hold as you move the mouse pointer to a new location.
Drag and drop	Move (an image or highlighted text) to another part of a screen using a mouse or similar device e.g finger.
Drop	Release your mouse button to "let go" of an item that you are dragging.
Duplicate	A copy which matches the original exactly.
Edit	To make changes, correct mistakes and improve overall quality.

Effect/Filter	A way of changing the appearance of an image e.g. by altering shades and colours.
Erase Tool	A tool used to delete parts of the image.
Evaluate	To judge the quality of something.
Event	An action that causes something to happen.
Export	Downloading and saving sound files in different formats.
Fair Use	Using copyrighted material without a licence but only for certain purposes.
Field/Data Attribute	A type of data e.g. colour, age, yes/no.
Fill Tool	A tool used to flood the selected area with colour.
Filter	A way of displaying only certain records or types of information in a database.
Foley Artist	A person who records found sounds and uses them to create music or sound effects for videos.
Font	The specific style and size of text.
Format	Transforming a presentation into something more presentable to the audience.
Format (spreadsheets)	Changing the appearance of a data item e.g. controlling which currency for a numerical value, or just the font of the writing.
Formula	Make calculations with pre entered numerical data.
Found sounds	Everyday sounds that are recorded and used to create music.
Frame	A single image in a sequence of pictures.
Function	A piece of code that you can call over and over again.
Graphic Design	Creating visual representations of ideas through the use of symbols, words, and images, usually on a computer.
Group	To combine items to form a set.

Group/Ungroup	Linking images together or separating them to make changes.
Grouping	Combining multiple objects to create a single object.
Handles	A tool to allow users to resize an object.
Hyperlink	A shortcut, activated by clicking, to another document, slide or website.
Image	A picture e.g. a photo.
Import	Adding sounds to the software from an external source.
Input	Data sent to a computer e.g. from a keyboard, microphone etc.
Internet	A large system of connected computers around the world that allows people to share information
iPad/tablet	A small, flat computer that is operated by touching the screen.
Italic	A style of font that slants the letters evenly to the right.
Keyboard	An input device that allows a person to enter letters, numbers, and other symbols into a computer.
Keyword	Words or phrases used in a search engine to find information.
Label	A descriptive word or phrase to help when grouping items.
Landscape	An image shown with the longer sides along the top and bottom.
Layers	Different levels where images and shapes can be overlapped.
Layout	The way something is arranged or designed.
Layout	The plan, design or arrangement of a website.
Loop	The action of doing something over and over again.
Looping	Repeating the same section of sound over and over.
Model	A representation of something real.
Mouse	An input device used to point to a place on a screen.
Nested loop	A loop within a loop

Network	A group of things that are connected.
Onion Skin	An editing technique used to see several frames of an animation simultaneously.
Operation	Ways to build a formula e.g. multiply or subtract.
Output	When a computer has processed information and sends it back ready to be used e.g. sound, text, movement.
Packet	Data sent over computer networks, such as the Internet, is divided into smaller packets of information.
Pause	To temporarily stop an action.
Photograph	An image, or picture, that has been captured on film or digitally.
Pictogram	A way to represent data using images.
Plausibility	Identifying whether information is likely to be true.
Play	Listening to recorded sounds, watching videos etc.
Podcast	Digital audio content distributed over the internet.
Portrait	An image shown with the shorter sides along the top and bottom.
Predict	To say what you think is going to happen.
Program	An algorithm that has been coded into something that can be run by a machine.
Programming	The art of creating a program.
Prompt	A message on the computer screen that waits for input from the user.
Publishing	Making information available to the general public.
QR code	A special pattern using black and white squares which can be scanned to quickly access digital information.
Range	An area of a data set described from upper left cell to lower right. e.g. A1:D4.
Record	To keep something e.g. record a sound or video.

Recording	Saving sounds so they can be played again.
Repeat	To perform an action more than once.
Resize	To change the size, to make the size more appropriate.
Rhythm	Patterns that play in time with a steady beat.
Router	A device that forwards data packets to the appropriate parts of a computer network.
Row	A single horizontal set of cells, described by a number.
Saturation	The intensity of colour in a photo.
Scene	The place where action in a film takes place.
Screen	An output device that displays information in images or as text .
Search Engine	A program that helps people find the information they are looking for online using keywords or phrases.
Sensing	Sensing blocks allow the program to change or adjust according to the user input e.g colour, touching, distance, loudness.
Sensor	A device that detects and responds to changes in the environment.
Sequencing	Putting commands in the correct order so they can be read by a computer.
Server	A central computer which others connect to.
Sigma	Σ Greek letter that means SUM.
Simulation	A program which replicates or mimics key features of a real world event in order to investigate its behaviour without the cost, time, or danger of running an experiment in real life.
Slide	A slide is one page of text, images, or animations in a presentation.
Sort	Arranging data into meaningful order, to make it easier to understand.
Sound Track	Music that accompanies a film.
Spreadsheet	Digital software to organise, manipulate and present data.

Sprite	A graphic on the screen with a location, size and appearance.
Stop Motion	Animation that is captured one frame at time, with physical objects being moved between frames.
Storyboard	A sequence of drawings or images representing the scenes in a film.
Table	A grid of cells used to organise information.
Tally	Using marks to record counting.
Technology	The use of knowledge to create new devices or tools.
Template	A pre-created document that already has some formatting.
Text	A collection of digital letters or words.
Text box	A rectangular area on the screen where you can enter text.
Tool	A function to change the appearance of objects on screen.
Trackpad	An input device with a touch sensitive surface.
Transition	The animated effects that happen when you move from one slide to the next during a presentation.
Trim	Cutting unwanted parts of sound recordings out.
Undo Button	A button to revert back to the last change made.
Validate	Checking whether information is correct, accurate and up to date.
Variable	A label for a piece of information used in a program
Vector	A computer graphic using points, lines, curves, and polygons to create an image.
Video	A recording of an image or of moving images.
Web Crawler	An automated program that searches the web and stores information about the webpages it visits.
Webpage	An online page of information.
Website	A collection of webpages which have been connected together.

While Loop	A loop that continues to repeat while a condition is true.
Word Processor	A device or computer program for input, editing, formatting and output of text.

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