



Oldfield Primary School Key Vocabulary for Computing

EYFS/ KS1	Terminology
Accuracy	There are different degrees of accuracy of information on the internet. Some web sites are more trust-worthy and accurate than others.
Address	The location of where data is stored on a computer or on a computer network.
Align	To line up text or objects with each other on a page.
Animation	Still images linked together as part of a timed sequence to create a moving picture.
Attachment	You can attach a file to an email message from a separate folder.
Bias	Some information on the internet is influenced by the creator's opinion and therefore biased.
Bold	Thick, large text that stands out.
Bookmark	A way of saving a web page address for future use.
Branching	An instruction that tells a computer to begin following a different sequence within a program.
Browser	Software that is used to access the internet such as Chrome or Safari.
Cell	A box on a spreadsheet in which you enter a single piece of data. Cells are identified by the column and row, e.g. cell E12 = column E and row 12
Collaborate	When groups of people or organisations work together towards a technological goal.
Collect	To collect data for a specific purpose.
Column	A range of cells that go down (vertically) on a spreadsheet. Columns are identified by letters, e.g. column A, column R
Combine	Adding text and images on a page.
Command	An instruction given by a user to tell the computer what to do.
Compose	To create, write or make a page or document.



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Copy	Copying a piece of data or information in order to place it somewhere else on a document.
Cut	To remove data (a word, phrase or image) from a document.
Cyber-bullying	Cyber-bullying is bullying that takes place over electronic devices such as mobile phones, computers, tablets and iPads.

Database	A logical and organised collection of data or information.
Decision	The process of answering a question so that a computer program can continue a sequence.
Email	Email is electronic mail that is stored and exchanged via telecommunications.
E-safety	E-Safety refers to keeping safe whilst using computer technology.
Field	Single units of information in a database system, usually a single column within a table.
Fill	Shapes and objects can be filled with colour on a page.
Formula	A calculation using numbers, mathematical operations and cells in a spreadsheet.
Handling	The use of computer technology to gather and use data and information.
Hit	Web sites receive a 'hit' when someone views the web page.
Hyperlink	A word, phrase or icon that you can click on to jump to a new or different document or website.
Image	A picture or photograph added to a document.
Input	A piece of hardware used to enter data into a computer such as a keyboard, microphone, sensor or touchscreen.
Internet	A global computer network that provides information and communication opportunities.
Italic	A cursive font based on calligraphic handwriting.
Layer	In graphics software, objects and images are placed on different layers to create a digital image.
Melody	Sound in the form of a musical tune added to a document.



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Model	A computer program that has been developed to copy the way a system works in real life.
Multimedia	Using more than one form of communication such as text, graphics, animation and audio.
Narration	A sound file that is added to a document to read a story.
Output	The data or outcome generated by a computer. This could be the solution to a calculation on a calculator or an increase in volume on a speaker.
Paste	Taking data (a word, phrase or image) from one part of a document and placing it somewhere else.

Pattern	Similarities or characteristics that computer problems share.
Pie	A way to organise and present data using sections of a circle.
Procedure	A collection of programming instructions for a task. A computer programme has one or more procedures.
Processing	A sequence of stages that occur when data is inputted into a computer device. Stages include sorting, searching, calculating and presenting.
Program	A set of instructions given to a computer device so that it can function properly.
Questionnaire	A method for gathering data.
Record	All of the data about a particular person or thing.
Repeat	When a command or process is repeated.
Respondent	Someone that answers questions or participates in research studies.
Robot	A piece of computer equipment that is programmed to carry out a variety of tasks.
Row	A range of cells that go across (horizontally) on a spreadsheet. Rows are numbered, e.g. row 1, row 2
Search	You can search for data and information on the World Wide Web using a search engine.
Sequence	The order in which a set of instructions are performed or carried out.



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Sort	To arrange a list of items in a logical way, e.g. from lowest price to highest price.
Sound	Sound files can be added to a document such as a PowerPoint presentation.
Spam	Spam is electronic rubbish (junk) that gets emailed to people.
Spellchecker	A computer program that checks the spelling of words in a text.
Spreadsheet	A piece of software used to work out calculations.
Sum	The function of adding a range of numbers on a spreadsheet.
Table	A way to organise and present data in rows and columns.
Test	Computer programs need to be tested to check for errors or inaccuracies.
Text	The written part of a document.
ULR	'Uniform Resource Locator' – the unique web address for individual web pages.
Variable	A piece of data that you can alter and change.
Virus	A computer virus destroys data.
Web	The World Wide Web is part of the internet that is made up of web sites.
X-axis	The horizontal axis of a line-graph used to represent data.
Y-axis	The vertical axis of a line-graph used to represent data.



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KS2	Terminology
Abstraction	In computer science the term abstraction refers to hiding the complexity of tasks to suit the understanding of the user. For example, for you to use a calculator you only have to press buttons in order to receive the correct answer, however the person that built the calculator understands how it works underneath.
Algorithm	An algorithm is a set of instructions that we complete in order to achieve a task. You could write an algorithm to complete mundane tasks such as making a cup of tea or to complete complex tasks such as calculating the odds that a team will win a football match. In computing an algorithm refers to the set of instructions that a computer follows in the order in which they are given.
Binary	Binary is the language computers use. It is a series of 1s and 0s and is also used in mathematics.
Coding	Coding is putting information and commands into a program, making it possible for u to create software, apps and websites.
Communication technology	Equipment that we use to communicate with, such as a mobile phone or tablet.
Compile	When we program, we use human words in our codes and programs. However the computer doesn't understand human words, so we have to compile the program – using a compiler – which converts the human words into binary.
Computational logic / thinking	Computational logic is a term that describes the decision-making progress used in programming and writing algorithms.
Data	Data is Information.
Debug	Debugging is checking the code in a computer program to ensure it works, and changing it if it doesn't. When writing a computer program things will often go wrong. When writing a program you have to test and debug your program to ensure that it produces correct results.
Decomposition	Decomposition is 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.



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Digital Data	<p>Computers can only work with digital information. Everything that they process must first be turned into a digital signal in one of two states: 'on' or 'off'. At a basic level a computer processor is a collection of switches which can either be on or off. These switches are known as transistors. The computer processes information by switching transistors on and off automatically.</p> <p>Information from input devices must be digitised so the information can be processed.</p>
Hardware	<p>Hardware is the physical part of a computer, which uses electrical signals to complete the calculations needed to make software run. Examples of hardware are the computer circuit board, memory, processor and/or other equipment related to a computer, such as printers, monitors and keyboards.</p>
Information technology	<p>A term used for all computer-related technology.</p>
Input	<p>Information that goes into the computer.</p>
Internet	<p>A network of computers linked all over the world.</p>
Logic	<p>When making any decision a certain amount of logic is involved; for example, when deciding what to wear in the morning, you make a logical decision based on the season, weather and any number of other factors. Computational logic is used to allow a program to decide what to do and when. For example you may write code that says: "When the user clicks this button, perform this calculation."</p>
Network	<p>Computers linked within a building or area.</p>
Output	<p>Information that comes out of the computer.</p>
Procedure or function	<p>A procedure/function is used in programming to break a complex task down into simple steps or sections.</p>
Program	<p>A computer program is a collection of instructions or algorithms designed to simplify processes, whether that be writing a Word document or connecting to a website. A computer program is written using a programming language, which allows a computer scientist to teach a computer how to achieve a result. Examples of programming languages are Scratch, Java, Python, C++ and Ruby.</p>
Programming language	<p>Computers are very good at completing lots of mathematical functions in a short space of time, however they don't have the ability to think for themselves. Programming languages bridge this gap and allow us to teach a computer how to do things.</p>



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Repetition	Sometimes called iteration, when part of a program repeats itself. For example, in animation you may repeat the movements of a character to make it look like it's moving along.
Search Engine	programs that search an index of the world wide web for keywords and display the results in order.
Selection	When you choose part of something. For example, when you copy and paste text, the passage that you highlight to copy is called the selection.
Sequence	When doing anything in life it is important to complete things in the correct order; you wouldn't pour water into a teacup before you had boiled the kettle, for example! In a program we have to control what happens and when in order to produce correct results. A sequence helps us to ensure that things happen in the correct order.
Software	Software is created using a programming language and is the non-physical part of a computer. Software can be written once and sold multiple times, for instance Microsoft doesn't have to rebuild Microsoft Word every time they have a new customer, they just make a copy of the files they already have.
System (Operating System)	The Operating System sits between the software and hardware and acts as a translator. It tells the hardware when to run calculations and passes the answers back to the software so that it can decide what calculations to run next.
Variable	A variable is a piece of information in a program that we want to store, but is able to change. We can compare it to a box in which we put information. This information could be a number, and during the program we might change the initial number (for example as part of the scoring system in a game).
World Wide Web	This is like the Operating System for the internet. We use the web to help us communicate with and over the internet.