

# Knypersley First School



## Subject Specific Language Glossary for Computing

Terminology	Key Stage	Definition
Algorithm	1&2	A precise set of ordered steps that can be followed by a human or a computer to achieve a task
Attribute (property)	1&2	A word or a phrase that can be used to describe an <b>object</b> such as its colour, size, or price
Browser	2	SEE: Web browser
Code	1&2	The <b>commands</b> that a <b>computer</b> can <b>run</b>
Code snippet	1&2	A section of a <b>program</b> viewed in isolation
Command	1&2	A single instruction that can be used in a <b>program</b> to control a <b>computer</b>
Computer	1&2	A <b>programmable</b> machine that accepts and <b>processes inputs</b> and produces <b>outputs</b> (input, process, output; IPO)
Computer network	2	A group of interconnected computing devices
Computer system	2	A combination of <b>hardware</b> and <b>software</b> that can have <b>data input</b> to it, which it then <b>processes</b> and <b>outputs</b> . It can be <b>programmed</b> to perform a variety of tasks.
Condition	2	A statement that can be either True or False
Condition-controlled loop	2	SEE: Loop (condition-controlled)
Count-controlled loop	2	SEE: Loop (count-controlled)

Terminology	Key Stage	Definition
Data	1&2	A letter, word, number etc. that has been collected for a purpose, but <b>stored</b> without context
Data set	2	A collection of related <b>data</b>
Debugging	1&2	The process of finding and correcting errors in a <b>program</b>
Decompose	2	To break down a task into smaller, more achievable steps
Digital device	2	A computer or a device with a computer inside that has been programmed for a specific task
Domain name	2	The part of a <b>website's URL</b> that is user friendly and identifies that it is under the control of a particular person or organisation e.g. raspberrypi.org
Execute (run)	2	SEE: Run
Hardware	2	The physical parts of a <b>computer system</b>
HTML (HyperText Markup Language)	2	A standardised language used to define the structure of <b>web pages</b>
Hyperlink	2	(Also: link, weblink) Text or media that when clicked, takes the user to another specified location ( <b>URL</b> )
Infinite loop	2	SEE: Loop (infinite)
Information	1&2	<b>Data</b> put into a context that provides meaning

Terminology	Key Stage	Definition
Information technology	1	The study, use, and development of <b>computer systems</b> for storing, processing, retrieving, and sending information
Input	2	<b>Data</b> that is sent to a <b>program</b> to be <b>processed</b>
Input device	2	A piece of <b>hardware</b> used to control, or send <b>data</b> to, a <b>computer</b>
Internet	2	The global system of interconnected <b>computer networks</b>
Loop	2	( <b>Count-controlled</b> , <b>condition-controlled</b> , or <b>infinite</b> ) <b>Commands</b> that repeatedly <b>run</b> a defined section of <b>code</b>
Loop (condition-controlled)	2	A <b>command</b> that repeatedly <b>runs</b> a defined section of <b>code</b> until a <b>condition</b> is met
Loop (count-controlled)	2	A <b>command</b> that repeatedly <b>runs</b> a defined section of <b>code</b> a predefined number of times
Loop (infinite)	2	A <b>command</b> that repeatedly <b>runs</b> a defined section of <b>code</b> indefinitely
Network	2	SEE: Computer network
Object	1	Something that can be named and has other <b>attributes (properties)</b> , which can be labelled
Object	2	Something that is uniquely identifiable and has <b>attributes</b>
Output	2	The result of <b>data processed</b> by a <b>computer</b>

Terminology	Key Stage	Definition
Output device	2	A piece of <b>hardware</b> that is controlled by <b>outputs</b> from a <b>computer</b>
Procedure	2	A named set of <b>commands</b> that can be called multiple times throughout a <b>program</b> . This type of <b>subroutine</b> does not return a value.
Process	2	A <b>program</b> , or part of a <b>program</b> , that is running on a <b>computer</b>
Program	1&2	A set of ordered <b>commands</b> that can be <b>run</b> by a <b>computer</b> to complete a task
Property (attribute)	1	A word or a phrase that can be used to describe an <b>object</b> such as its colour, size, or price
Repetition	2	Part of a <b>program</b> where one or more <b>commands</b> are <b>run</b> multiple times in a <b>loop</b>
Router	2	A device that manages the flow of data between <b>computer networks</b>
Run (execute)	1&2	To action the <b>commands</b> in a <b>program</b>
Selection	2	Part of a <b>program</b> where if a <b>condition</b> is met, then a set of <b>commands</b> is <b>run</b>
Server	2	A networked <b>computer</b> that manages, <b>stores</b> , and provides <b>data</b> such as files to other computers
Software	2	The <b>programs</b> used to control <b>computers</b> and perform specific tasks
Stored (data)	2	<b>Data</b> kept digitally so that it can be accessed by a computer
Subroutine	2	A named sequence of <b>commands</b> designed to perform a specific task

Terminology	Key Stage	Definition
Switch (network switch)	2	A device that manages the flow of <b>data packets</b> within a <b>computer network</b>
Technology	1	The use of scientific knowledge for practical purposes
URL (Uniform Resource Locator)	2	The address of a file on the <b>internet</b>
Variable	2	A named piece of <b>data</b> (often a number or text) <b>stored</b> in a computer's memory, which can be accessed and changed by a <b>computer program</b>
Web	2	SEE: WWW (World Wide Web)
Web address	2	SEE: URL (Uniform Resource Locator)
Web browser	2	A <b>program</b> used to view, navigate, and interact with <b>web pages</b>
Web page	2	A <b>HTML</b> document viewed using a <b>web browser</b>
Website	2	A collection of interlinked <b>web pages</b> , stored under a single <b>domain</b>
WiFi	2	A technology that allows devices to wirelessly access a <b>network</b> and transfer <b>data</b>
WAP (Wireless Access Point)	2	A network device that allows wireless computing devices to connect to a wired <b>network</b>
WWW (World Wide Web)	2	A service provided via <b>the internet</b> that allows access to <b>web pages</b> and other shared files