Computing Vocabulary Progression Glossary

Algorithm – A clear set of rules or a precise step-by-step guide to solve a problem or achieve a particular objective.

Block – A graphical representation of computer code in languages such as Scratch.

Block language – A programming language in which blocks are used to program the computer.

Cached - To make a copy of information for faster retrieval or processing.

Command - An instruction, written in a particular programming language, for the computer to execute.

Create – Make.

Data – A structured set of numbers, possibly representing digitised text, images, sound or video, which can be processed or transmitted by a computer.

Debug - To fix the errors in a program.

Decompose – Break down into smaller chunks.

Digital content – Work that has been completed on a digital device.

Digital devices - Electronic hardware that processes information represented as numbers, using a microprocessor to control its operation, including laptop computers, tablets and smartphones.

Encryption – Securely encoding information so that it can only be read by those knowing both the system used and a secret, private key.

Hardware – The physical systems and components of digital devices.

HTML (Hypertext Mark Up Language) - HTML is the language in which web pages are composed.

HTTP (Hypertext transfer protocol) – HTTP is the standard protocol for the request and transmission of HTML web pages between browser and web server

HTTP (secure) - An encrypted version of HTTP in which page content cannot be read by the internet routers and gateways through which it passes.

Input - Data provided to a computer system, e.g. via a keyboard, mouse, microphone, camera or physical sensors.

IP address - Numeric addresses uniquely specifying computers directly connected to the internet; also used on private networks to uniquely identify computers on that network.

Loop - A block of code repeated automatically under the program's control.

Network - The computers and the connecting hardware (Wi-Fi access points, cables, fibres, switches and routers) that make it possible to transfer data using an agreed method ('protocol').

Organise – Sort out.

Output - The information produced by a computer system for its user, typically on a screen, through speakers or on a printer, but possibly through the control of motors in physical systems.

Packets of data - A small set of numbers that get transmitted together via the internet.

Predict – What they think will happen.

Program - A stored set of instructions encoded in a language understood by the computer that does some form of computation, processing input and/or stored data to generate output.

Repetition - Executing a section of computer code a number of times as part of the program.

Retrieve – Find where you saved your work.

Reverse Engineer - The process of extracting knowledge or design information from an artefact, such as a computer program, often by experimenting with it to see how different inputs produce different outputs.

Safe search mode - A search engine functionality in which inappropriate results are hidden.

Script - A computer program typically executed one line at a time through an interpreter, such as the instructions for a Scratch character.

Selection – A programming construct in which one section of code or another is executed depending on whether a particular condition is met.

Sequence - To place program instructions in order, with each executed one after the other.

Server - A computer connected to the internet or to a local area network providing services – such as file storage, printing, authentication, web pages or email – automatically to other computers on the internet or local network.

Simulation - Using a computer to model the state and behaviour of real-world (or imaginary) systems, including physical or social systems; an integral part of most computer games.

Software - The programs that control or are run on a computer, written in one or other programming language.

Sprite - A computer graphics object that can be controlled (programmed) independently of other objects or the background.

Uniform Resource Locator (URL) - A standard for specifying the location on the internet of certain data files.

Variables – A way in which computer programs can store, retrieve or change data, such as a score, the time left or the user's name.

World Wide Web - A service provided by computers connected to the internet (web servers) in which pages of hypertext (web pages) are transmitted to users; the pages typically include links to other web pages and may be generated by programs automatically.