Ellison Primary Academy
Computing Vocabulary and Definitions

For the children to be able to understand computing concepts such as computing systems and networks, programming, data and information and creating media they must have a secure grasp of key computing vocabulary.

Please find below a list of computing vocabulary that the children require, to be able to fully access the computing curriculum at Ellison Primary Academy.

Term	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 **object** such as its colour, size, or price
Browser	2	SEE: Web browser
Code	1&2	The **commands** that a **computer** can **run**
Code snippet	1&2	A section of a **program** viewed in isolation
Command	1&2	A single instruction that can be used in a **program** to control a **computer**
Computer	1&2	A **programmable** machine that accepts and **processes inputs** and produces **outputs** (input, process, output; IPO)
Computer network	2	A group of interconnected computing devices
Computer system	2	A combination of **hardware** and **software** that can have **data input** to it, which it then **processes** and **outputs**. It can be **programmed** 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)

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Data	1&2	A letter, word, number etc. that has been collected for a purpose, but **stored** without context
Data set	2	A collection of related **data**
Debugging	1&2	The process of finding and correcting errors in a **program**
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 **website**'s **URL** 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 **computer system**
HTML (HyperText Markup Language)	2	A standardised language used to define the structure of **web pages**
Hyperlink	2	(Also: link, weblink) Text or media that when clicked, takes the user to another specified location (**URL**)
Infinite loop	2	SEE: Loop (infinite)
Information	1&2	**Data** put into a context that provides meaning
Information technology	1	The study, use, and development of **computer systems** for storing, processing, retrieving, and sending information
Input	2	**Data** that is sent to a **program** to be **processed**
Input device	2	A piece of **hardware** used to control, or send **data** to, a **computer**

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Term	Key Stage	Definition
Internet	2	The global system of interconnected **computer networks**
Loop	2	(**Count-controlled**, **condition-controlled**, or **infinite**) **Commands** that repeatedly **run** a defined section of **code**
Loop (condition-controlled)	2	A **command** that repeatedly **runs** a defined section of **code** until a **condition** is met
Loop (count-controlled)	2	A **command** that repeatedly **runs** a defined section of **code** a predefined number of times
Loop (infinite)	2	A **command** that repeatedly **runs** a defined section of **code** indefinitely
Network	2	SEE: Computer network
Object	1	Something that can be named and has other **attributes** (**properties**), which can be labelled
Object	2	Something that is uniquely identifiable and has **attributes**
Output	2	The result of **data processed** by a **computer**
Output device	2	A piece of **hardware that** is controlled by **outputs** from a **computer**
Procedure	2	A named set of **commands** that can be called multiple times throughout a **program**. This type of **subroutine** does not return a value.
Process	2	A **program**, or part of a **program**, that is running on a **computer**
Program	1&2	A set of ordered **commands** that can be **run** by a **computer** to complete a task
Property (attribute)	1	A word or a phrase that can be used to describe an **object** such as its colour, size, or price
Repetition	2	Part of a **program** where one or more **commands** are **run** multiple times in a **loop**
Router	2	A device that manages the flow of data between **computer networks**

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Run (execute)	1&2	To action the **commands** in a **program**
Selection	2	Part of a **program** where if a **condition** is met, then a set of **commands** is **run**
Server	2	A networked **computer** that manages, **stores,** and provides **data** such as files to other computers
Software	2	The **programs** used to control **computers** and perform specific tasks
Stored (data)	2	**Data** kept digitally so that it can be accessed by a computer
Subroutine	2	A named sequence of **commands** designed to perform a specific task
Switch (network switch)	2	A device that manages the flow of **data packets** within a **computer network**
Technology	1	The use of scientific knowledge for practical purposes
URL (Uniform Resource Locator)	2	The address of a file on the **internet**
Variable	2	A named piece of **data** (often a number or text) **stored** in a computer's memory, which can be accessed and changed by a **computer program**
Web	2	SEE: WWW (World Wide Web)
Web address	2	SEE: URL (Uniform Resource Locator)
Web browser	2	A **program** used to view, navigate, and interact with **web pages**
Web page	2	A **HTML** document viewed using a **web browser**
Website	2	A collection of interlinked **web pages**, stored under a single **domain**
WiFi	2	A technology that allows devices to wirelessly access a **network** and transfer **data**

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Term	Key Stage	Definition
WAP (Wireless Access Point)	2	A network device that allows wireless computing devices to connect to a wired **network**
WWW (World Wide Web)	2	A service provided via **the internet** that allows access to **web pages** and other shared files