Unit 1.1: Online Safety and Exploring Purple Mash

- **Alert:** A system that lets you know if you have something to look at.
- **Avatar:** A digital picture to represent someone.
- **Button:** An area where you click to make something happen.
- **Device:** A piece of electrical equipment made for a purpose.
- **File Name:** The name given to an online piece of work.
- **Filter:** A way of removing information you are not interested in.
- **Home Screen:** The home screen of a website is like the front page and contents page of a book.
- **Icon:** An image on a web page that you can click on to navigate to somewhere.
- **Login:** Using a username and password to access a system.
- **Log out:** Leaving a computer system.
- **Menu:** A button which gives the user different options.
- **My Work Area:** The place on Purple Mash where your work is stored. Only you and your teachers can access this.
- **Notification:** A message telling you about something.
- **Password:** A series of letters, numbers and special characters that is entered after the username to access an online site. In Purple Mash, this can also be a series of pictures.
- **Private:** Keeping information restricted from other people.
- **Purple Mash Tools:** A selection of programs which help you carry out different tasks.
- **Saving:** Store your work as you create something so it can be accessed later.
- **Search:** A way of finding specific resources you want to look at.
- **Shared Folder:** An area to save your work that everyone in the class can use.
- **Textbox:** A box in which to add words.
- **Think About Box:** Information in a writing template which give you ideas on what to write.
- **Topic Area:** A place on Purple Mash where you find activities all about something you are learning about.
- **Tool bar:** A strip of icons that can be clicked to perform different functions.
- **Typing:** The action of writing something on a computer.
- **Writing Template:** A guide which a writer follows when doing some writing.

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Unit 1.2:
Grouping and Sorting

- **Algorithm:** a precise, step-by-step set of instructions used to solve a problem or achieve an objective.
- **Criteria:** A way in which something is judged.
- **Describe**: To give a detailed account of something.
- **Equal**: When two amounts are the same.
- **Groups**: Objects arranged and put together because they have features in common.
- **Less than**: When an amount is smaller than another amount.
- **More than**: When an amount is bigger than another amount.
- **Sort**: Put things together by features they have in common.

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Unit 1.3: Pictograms

- **Collect Data:** Gathering facts and information.
- **Compare:** Looking at what is the same and what is different.
- **Data:** A collection of information, used to help answer questions.
- **Pictogram:** A diagram that uses pictures to represent data.
- **Record Results:** Writing down what you have found out.
- **Title:** The name given to a piece of work.
- **Totals:** The whole number or amount of something.
- **Visual:** Using your eyes to see something.

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Unit 1.4:
Lego Builders

- **Algorithm:** a precise, step-by-step set of instructions used to solve a problem or achieve an objective.
- **Code:** Instructions that a programmer enters into a computer that cause the computer to perform a certain way.
- **Computer:** An electronic device for storing and processing data.
- **Debugging:** To find and remove errors from computer hardware or software.
- **Instructions**: detailed information about how something should be done or operated.
- **Machine:** A moving mechanical device made to do a task, making work easier for people.
- **Program:** An algorithm that has been coded into something that can be run by a machine, e.g., a computer or a robot.
- **Recipe:** A set of instructions which describes how to prepare a dish of food.
- **Sequence:** Putting things in an order which follows on from one thing to the next.

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Unit 1.5: Maze Explorers

- **Algorithm**: a precise, step-by-step set of instructions used to solve a problem or achieve an objective.
- **Challenge:** A task to be completed.
- **Command:** An action such as left command.
- **Delete:** Removes something such as an instruction.
- **Direction:** The path that something travels. For example, a robot moving forwards, backwards or diagonal.
- **Instruction**: Detailed information about how something should be done or operated.
- **Left and Right:** A position which relates to something. For example, make the fish move left of the screen.
- **Route:** A path an object or thing takes to get somewhere.
- **Undo:** If we make a mistake, we can press the undo button.
- **Unit:** A unit such as make the turtle move 2 units (squares).

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Unit 1.6:
Animated Story Books

- **Animation:** An object that moves on screen.
- **Background:** An image inserted into a file that sits behind text, objects, or buttons.
- **Category:** A place where similar files are found. For example, Animals Category where animal images can be found.
- **Clip-art gallery:** A place in software such as 2Create a Story where a library of images can be found and inserted into a file.
- **Copy:** A feature that lets users copy things like text, images, sounds.
- **Drop-down menu:** A menu where a list of choices is displayed.
- **E-book:** A book that can be read on the computer or on a tablet.
- **Edit:** Edit means to change something. For example, change some text to improve it.
- **Eraser:** In some software like 2Create a Story, erasers are used to remove unwanted drawn images.
- **Features:** In 2Create a Story there are features such as animation and sound.
- **Font:** The style of text used in a piece of writing on a computer or tablet.
- **Sound:** Sounds can be uploaded into software from a file or created.
- **Overwrite:** When opening a previous file, users can make changes and save, which overwrites the file.
- **Paint tools:** Lets a user create drawings in software such as 2Create a Story.
- **Paste:** A feature that pastes copied items.
- **Play Mode:** A mode that plays a file such as 2Create a Story.
- **Redo:** If a user has clicked undo by mistake, they can click on redo.
- **Save:** Files such as 2Create a Story, can be saved in a folder so work isn't lost.
- **Sound effect:** A sound other than speech or music made for use in a play, film or computer file.
- **Text:** Words, letters, numbers or symbols entered into a computer, such as writing text in 2Create a Story.
- **Undo:** When a user makes a paint mark for example, this can be undone with the undo button.
- **Voice recording:** In software such as 2Create a story, users can record their voice and insert it into the file.

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Unit 1.7: Coding

- **Action**: the way that objects change when programmed to do so. For example, *move*.
- **Algorithm**: a precise, step-by-step set of instructions used to solve a problem or achieve an objective.
- **Background**: In 2Code the background is an image in the design that does not change.
- **Click**: This describes the action of clicking a mouse pointer on the screen or tapping with a finger on a touch screen.
- **Code**: Instructions that a programmer enters into a computer that cause the computer to perform a certain way.
- **Code blocks**: A way to write code using blocks which each have an object or an action
- **Coding**: writing instructions that the computer can process (*understand*) to make programs (software).
- **Code view:** The view in 2Code that shows the coding blocks used to make the program.
- **Command**: A single instruction in 2Code.
- **Debug\ Debugging:** Fixing code that has errors so that the code will run the way it was designed.
- **Design View**: The view in 2Code that shows what the program looks like to the user.
- **Event**: An occurrence that causes a block of code to be run. The event could be the result of user action such as the user pressing a key or clicking the screen. In 2Code, the event commands are used to create blocks of code that are run when events happen.
- **Execute**: This is the proper word for when you run the code. We say, 'the program (or code) **executes**.'
- **Instruction**: detailed information about how something should be done or operated.
- **Object**: Items in a program that can be given instructions to move or change in some way (action).
- **Output:** Information that comes out of the computer e.g. sound that comes out of the speakers.

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- **Plan:** When coding, a plan means including the objects and actions into a written document that shows what the program should look like (the design) and what the objects should do (the actions).
- **Programmer**: A person who writes computer programs. Sometimes called a **coder**.
- **Properties**: These determine the look and size of an object. Each object has properties such as the image, scale and position of the object.
- **Run**: This is what you do when you click the Play button in 2Code: The program runs.
- **Scale**: This is a property of an object that changes its size.
- **Scene**: In 2Code, this is the combination of the background and objects in a program.
- **Software**: The programs that run on a computer that are used by people to do things. For example, write, draw or play games.
- **Sound**: An output from the computer that makes a noise.
- **When Clicked:** An event command that is triggered when an object is clicked on.

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Unit 1.9:
Technology Outside School

- **Computer:** An electronic device for storing and processing data.
- **Technology:** Science and engineering knowledge put into practical use to solve problems or invent useful tools.

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