



Unit 2.1: 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.
- **Bug:** A problem in a computer program that stops it working the way it was designed.
- **Button:** A type of object that responds to being clicked on.
- **Click events:** An event that is triggered when the user clicks on an object.
- **Collision detection:** In 2Code, this measures whether 2 objects have touched each other.
- **Collision detection action:** The action that is programmed to happen once the objects collide.
- **Collision detection event:** The event of two objects colliding.
- **Command:** A single instruction in 2Code.
- **Debug\ Debugging:** Fixing code that has errors so that the code will run the way it was designed to.
- **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**.’
- **Image:** A picture
- **Implement:** When a design is turned into a program using coding.
- **Instructions:** detailed information about how something should be done or operated.
- **Interaction:** When objects perform actions in response to each other e.g. a frog turning into a monkey when it collides with a tree.
- **Interval:** In a timer, this is the length of time between the timer code running and the next time it runs e.g. every 1 second.
- **Object:** Items in a program that can be given instructions to move or change in some way (action).

- **Object Name:** Every object in a 2Code program must have a unique name that is used to program actions and events for the object.
- **Output:** Information that comes out of the computer e.g. sound.
- **Predict:** Use your understanding of a situation to say what will happen in the future or will be a consequence of something.
- **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:** Clicking the Play button to make the computer respond to the code.
- **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.
- **Sequence:** This is when a computer program runs commands in order.
- **Test:** To run the code and observe what happens to identify where there might be bugs in the program.
- **Text:** Written words or numbers. In 2Code some objects such as buttons have a text property which is the writing on the button.
- **Timer:** In coding, use a timer command to run a block of commands after a timed delay or at regular intervals.
- **Turtle Object:** A type of object in 2Code that moves by coding angles of rotation and distance to move.
- **When Clicked:** An event command that is triggered when an object is clicked on.
- **When Key Event:** An event triggered when a user presses a particular key on the keyboard.
- **When Swiped Event:** An event triggered when the user swipes a particular area of the screen e.g. the background (touch-screen devices only).



Unit 2.2: Online Safety

- **Attachment:** A computer file sent with an email.
- **Digital footprint:** The information about a person that exists on the Internet as a result of their online activity.
- **Display Board:** In Purple Mash, this is a tool that enables you to share work with a wide audience.
- **Email:** Messages distributed by electronic means from one computer user to one or more people.
- **Filter:** A feature of search engines, where a user can filter results according to criteria. For example, news, date published.
- **Identifying:** It's important that any information shared online doesn't have details that can identify someone such as their name and address.
- **Internet:** A way to send information from one computer to another anywhere in the world using technology such as phones, satellites and radio links.
- **Personal information:** This is information that is personal to someone. For example, their favourite food, their name and age.
- **Private information:** This is personal information that should be kept secure. For example, their date of birth, their full address, credit card numbers.
- **Protection:** Some places like schools, have systems in place that help to protect users from harmful content. However, it's important that anyone using online services should always behave carefully to help protect themselves and others.
- **Reply:** When someone receives an email, they can send a reply using the reply button.
- **Search:** Look for information (in a database or the World Wide Web) using a search engine.
- **Secure:** Users online should take steps to help keep their personal and private information secure.
- **Sharing:** Post or repost (something) on a website.



Unit 2.3: Spreadsheets

- **Addition:** The add symbol can be used in a cell when numbers are in the cells either side of it to create a sum.
- **Calculations:** Solving maths problems using one of the Four Operations, - addition, subtraction, division or multiplication.
- **Cell:** An individual section of a spreadsheet grid. It contains data or calculations.
- **Clipart:** A library of images that a user can choose from and insert in a file.
- **Coins:** Images that represent coins and have a value can be used in spreadsheets.
- **Column:** Boxes running vertically in a spreadsheet.
- **Count tool:** This counts the number of cells with a value that matches the value of the cell to the left of the tool.
- **Data:** A collection of information, used to help answer questions.
- **Data table:** An organised display of information laid out in rows and columns.
- **Delete:** Removes contents such as the contents in a cell.
- **Equals:** This symbol can be used in 2Calculate to find the answer to a calculation.
- **Equals tool:** Tests whether the entered calculation in the cells to the left of the tool has the correct answer in the cell to the right of the tool.
- **Graph:** A way to represent data as an image.
- **Image:** A drawing or photograph saved as an electronic file.
- **Image value:** Images placed in cells can have values given to them. E.g., apple 1, pear 2 etc.
- **Move cell:** The move tool in 2Calculate lets a user move the contents of a cell to a new cell.
- **Price:** The cost of an item or items.
- **Row:** Boxes running horizontally in a spreadsheet
- **Select:** A user can select one or more cells and perform an action on them.
- **Speak tool:** This tool will speak the contents of a cell containing a number each time the value changes.
- **Spreadsheet:** A computer program that shows information in a grid of rows and columns.
- **Total:** The sum of something, using the addition operator (+).

- **Totalling tool:** Calculates the sum of all cells to the left, above or diagonally above it, dependent on which arrow direction is used.

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Unit 2.4: Questioning

- **Avatar:** A digital picture to represent someone.
- **Binary Tree:** A simple way of sorting information into two categories.
- **Data:** A collection of information, used to help answer questions.
- **Database:** A computerised system that makes it easy to search, select and store information.
- **Field:** A single piece of data in a database which makes up a record.
- **Information:** Knowledge or facts that come from a source.
- **Pictogram:** A diagram that uses pictures to represent data.
- **Question:** A sentence written or spoken to find information.
- **Record:** An item in a database with a variety of information about a specific entry.
- **Search:** Looking for specific information. On a database, you can use the 'Find' tool.
- **Sort:** Put things together by features they have in common.



Unit 2.5: Effective Searching

- **Browser:** A tool to help us access the World Wide Web.
- **Device:** A piece of electrical equipment made for a purpose.
- **Digital Footprint:** the information about a particular person that exists on the internet as a result of their online activity.
- **Domain:** Part of the Internet owned by an individual, company or organisation.
- **Internet:** A way to send information from one computer to another anywhere in the world using technology such as phones, satellites and radio links.
- **Network:** Connected devices that can send and receive information, voice and video.
- **Search Engine:** A program to help you find web pages on the Internet.
- **URL:** Another word for web address
- **Web Address:** Identifying address for a file, or webpage on the Internet.
- **Web Page:** A single page which can include images, videos and charts.
- **Web Site:** A collection of webpages that belong to one domain.
- **World Wide Web:** The web pages and documents you see when you are browsing online. It is just one part of the Internet.



Unit 2.6: Creating Pictures

- **Art:** A visual form of creative activity and imagination.
- **Clip-art:** Premade graphical images.
- **Diagonal:** A slanted straight line.
- **Dilute:** When you add water to a liquid to make it thinner. In the case of adding water to paint, it makes the colour weaker/lighter.
- **eCollage:** A 2Paint A Picture template style where the picture is made by creating stamps that can then be placed on the picture.
- **Fill:** Causing an area to become full, in this case, of colour.
- **Horizontal:** A line or shape which goes in the direction of side to side.
- **Impressionism:** The impressionist movement began in the 1860s and became most popular in the 1870s and 1880s. It differed from the common art of the time because it wasn't religious art, showing scenes from religious stories or specific events, but was just intended to capture a scene at a moment. The art gave an 'impression' of the scene.
- **Line:** A long and narrow mark.
- **Palette:** Within computer graphics, this is the range of colours or shapes available to the user.
- **Parallel:** Lines that run side by side that never meet.
- **Pointillism:** Pointillism was a development of impressionism. It was invented mainly by George Seurat and Paul Signac. Pointillist paintings are created by using small dots in different colours to build up the whole picture. Colours are placed near each other rather than mixed.
- **Repeating pattern:** A decorative design that is shown again and again.
- **Rotated:** When the position of an image is moved around in the direction of a circle.
- **Stamps:** The image box in the template which contains the design used and repeated in the artwork.
- **Style:** A particular way in which something looks or is formed.
- **Surrealism:** Artwork which explored the subconscious areas of the mind. The artwork often made little sense as it was usually trying to depict a dream or random thoughts.
- **Symmetry:** Something is symmetrical when it has two matching halves; the same on both sides.
- **Vertical:** A line or shape that goes in the direction top to bottom.



Unit 2.7: Making Music

- **Bars:** A way of measuring the length of music.
- **Beat:** A rhythmic unit in music.
- **Compose:** To create a piece of music.
- **Note:** A single tone in music.
- **Tune:** Musical notes joined together to make a melody.
- **Repeat:** Play the music again.
- **Sound Effect:** A sound other than speech or music.
- **Soundtrack:** A recording of the musical accompaniment of a film or tv programme.
- **Speed:** The number of beats per minute played in the music.
- **Tempo:** The speed at which the music plays.
- **Volume:** How loud or quiet the music is.



Unit 2.8: Presenting Ideas

- **E-book:** An electronic version of a printed book that can be read on a computer or a specifically designed handheld device.
- **Fact file:** A document containing all the important information about one subject.
- **Fiction:** A book or story that is written about imaginary characters and events and not based on real people or places.
- **Mind Map:** A tool for organising and representing knowledge. They form a web of ideas which are all interconnected.
- **Multiple-choice:** A question type with several possible answers given where the user has to choose the correct answer or answers.
- **Node:** A way to represent a concept or idea using text and/or images.
- **Non-fiction:** Writing that is about real people or events rather than stories that have been made up.
- **Presentation:** A way of displaying information about a subject to an audience.
- **Quiz:** A test of knowledge, especially as a competition between individuals or teams as a form of entertainment.