









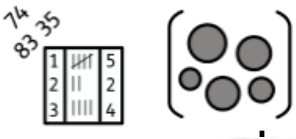



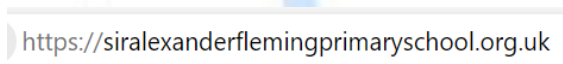





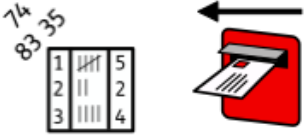






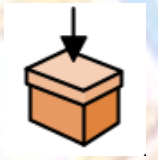





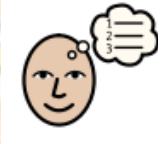


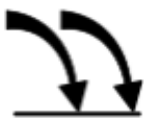
Term	Widget	Key Stage	Definition
Algorithm		1&2	A precise set of ordered steps that can be followed by a human and implemented on a computer to achieve a task
Attribute (property)		1&2	A word or a phrase that can be used to describe an object such as its colour, size, or price
Code		1&2	The commands 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


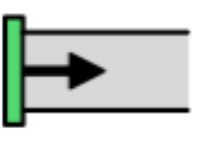



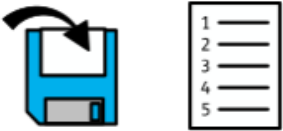
Computer		1&2	A programmable machine that accepts and processes inputs and produces outputs (input, process, output; IPO)									
Computer network		2	A group of interconnected computing devices									
Computer system		2	A combination of hardware and software that can have data input to it, which it 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									
Data	 <table border="1" data-bbox="645 1042 748 1137"> <tr><td>1</td><td> </td><td>5</td></tr> <tr><td>2</td><td> </td><td>2</td></tr> <tr><td>3</td><td> </td><td>4</td></tr> </table>	1		5	2		2	3		4	1&2	A letter, word, number etc. that has been collected for a purpose, but stored without context
1		5										
2		2										
3		4										
Data set	 <table border="1" data-bbox="566 1249 669 1345"> <tr><td>1</td><td> </td><td>5</td></tr> <tr><td>2</td><td> </td><td>2</td></tr> <tr><td>3</td><td> </td><td>4</td></tr> </table>	1		5	2		2	3		4	2	A collection of related data
1		5										
2		2										
3		4										

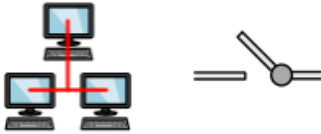


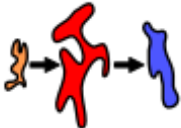

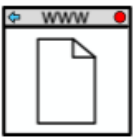
Debugging		1&2	The process of finding and correcting errors in a program
Decompose		2	To break down a task into smaller, more achievable steps
Digital device		2	A computer or a device with a computer inside that has been programmed for a specific task
Domain name		2	The part of a website's URL that is user friendly and identifies that it is under the control of a particular person or organisation e.g. raspberrypi.org
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)
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
Internet		2	The global system of interconnected computer networks

Loop		2	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
Object		1	Something that can be named and has other attributes (properties), which can be labelled
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
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

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 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
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