Unit 3.1: Coding

- **Action**: A type of command which causes an object to alter its behaviour. Actions could be used to move an object or change a property.
- **Alert**: This is a type of output. It shows a pop up of text on the screen.
- **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.
- **Code:** Writing the code for a computer program.
- **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.
- **Degrees**: A measurement of a turn. A full turn has 360 degrees; written as 360°.
- **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 (**when Key**) or clicking or swiping the screen (**when Clicked, when Swiped**). In 2Code, the event commands are used to create blocks of code that are run when events happen.
- **Flowchart**: A diagram that uses specifically shaped, labelled boxes and arrows to represent an algorithm as a diagram.
- **Implement**: When a design is turned into a program using coding.
- **Input**: Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.
- **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.
- **Nest**: When coding commands are put inside other commands. These commands only run when the outer command runs.
- **Object**: Items in a program that can be given instructions to move or change in some way (action). In 2Code Gibbon, these include character, turtle, button, vehicle, animal, food, shape, number, input and label.
- **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.

- **Repeat:** This **command** can be used to make a **block of commands run** a set number of times or forever.
- **Right-Angle:** This is a term that describes an angle of 90°, as in a corner of a square, or formed by dividing a circle into quarters.
- **Run:** Clicking the Play button to make the computer respond to the code.
- **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.
- **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.

Unit 3.2: Online Safety

- **Appropriate:** When using online services such as blogging or sharing information. It's important that users behave appropriately. Users should be truthful, respectful, kind, seek any permissions and report anything they feel uncomfortable with.
- **Blog:** A regularly updated website or web page, typically one run by an individual or small group, that is written in an informal or conversational style.
- **Inappropriate:** Behaviour or content online that is upsetting, rude, unkind or makes someone feel unsafe or concerned.
- **Internet:** A global computer network providing a variety of information and communication facilities, consisting of interconnected networks and computers.
- **Password:** A secret word, phrase or combination of letters, numbers and symbols that must be used to gain admission to a site or application such as a website.
- **Personal information:** This is information that is personal to someone. For example, their favourite food, their name and age.
- **Permission:** When someone shares or accesses content online, it's important that permission is given if it belongs to someone else or has information about them.
- **Reliable Source:** A source of information that provides thorough, well-reasoned details based on valid evidence.
- **Reputable source:** Reputable sources are known places or sites that have accurate information. For example, well known news sites or encyclopaedias.
- **Spoof:** An imitation of something that appears to look genuine.
- **Verify:** When seeking content online, it is important that a user verifies the information. They can do this by checking other sources and looking for signs that may indicate inaccuracy in the information.
- **Vlogs:** A personal website or social media account where a person regularly posts short videos.
- **Website:** A set of related web pages located under a single name.

Unit 3.3: Spreadsheets

- **Advanced Mode:** A mode of 2Calculate in which the cells have references and can include formulae.
- **Bar graph:** A chart that uses bars to show quantities or numbers, so they can be easily compared.
- **Cell address:** Every cell has an address. This can be found by reading the column letter then row number.
- **Data:** A collection of information, especially facts or numbers, obtained by observation, questions or measurement to be analysed and used to help decision-making.
- **Equals:** This symbol shows that numbers or number sentences either side are equal in value.
- **Less than:** This symbol shows that a number to the left of it has less value than one to the right.
- **More than:** This symbol shows that a number to the left of it has greater value than one to the right.
- **More than, less than & Equal tool:** This highlights either more than, less than or equals according to which numbers are either side of it.
- **Pie Chart**: A circular chart divided into segments which each represent a portion of the total amount.
- **Quiz tool:** This can be used after the equals sign or instead of a number in a calculation. If you input the correct answer it will disappear.
- **Spinner tool:** This changes a number by one each time up or down is clicked.
- **Table:** An organised display of information laid out in rows and columns.

Unit 3.4: Touch Typing

- **Keys:** buttons that are pressed on a computer keyboard or typewriter.
- **Posture:** The position in which someone holds their body when standing or sitting.
- **Spacebar**: The bar at the bottom of the keyboard.
- **Typing:** The action or skill of writing something by means of a typewriter or in this case a computer.

Unit 3.5: Email

- **Address Book:** A place where all contact's email addresses can be found and saved.
- **Attachment:** A file, which could be a piece of work or a picture, that is sent with the email.
- **BCC – Blind Carbon Copy:** A way of privately sending a copy of your email to other people so they can see the information in it, without the recipient knowing.
- **CC – Carbon Copy:** A way of sending a copy of your email to other people so they can see the information in it.
- **Communication:** The process of giving, receiving and sharing information. Examples of types of communication methods include: Email, text message, speaking and listening, sending letters.
- **Compose:** Another word for 'write'.
- **Email:** (Electronic Mail) An Internet service that allows people who have an email address to send and receive instant electronic letters.
- **Inbox:** The folder where new emails go into when they are received.
- **Link:** A line between two nodes which shows that the two pieces of information are connected.
- **Mind mapping:** A graphical way to present ideas and concepts which helps structure information and identify relationships between different pieces of an idea.
- **Node:** Each bit of information on a mind map.
- **Password:** A secret word, phrase or combination of letters, numbers and symbols that must be used to gain admission to a site or application such as email.
- **Personal Information:** Identifying information about yourself such as your name, address and telephone number.
- **Save to draft:** Feature which allows you to compose an email and save it to draft folder to review later before sending.
- **Trusted Contact:** A person who you know and trust, making an email from them safe to open.

Unit 3.6: Branching Databases

- **Binary Tree:** Another name for a branching database.
- **Branching Database:** Used to classify groups of objects. It is used to help identify the objects by answering questions with either 'yes' or 'no'.
- **Data:** A collection of information, especially facts or numbers, obtained by observation, questions or measurement to be analysed and used to help decision-making.
- **Database:** A collection of data organised in such a way that it can be searched, and information found easily. Database usually refers to data stored on computers.
- **Debugging:** The process of identifying and removing errors from computer hardware or software.

Unit 3.7: Simulations

- **Advantages:** The good and beneficial things about a situation.
- **Analysis:** A detailed examination of something.
- **Decision:** The act or result of making a choice after careful thought.
- **Disadvantages:** The difficult and negative things about a situation.
- **Evaluation:** To judge the value, condition or effectiveness of something.
- **Modelling:** The act of representing something, often on a smaller scale.
- **Point-of-view:** The viewpoint or thoughts someone has or feels about a certain matter.
- **Realistic:** Representing things accurately and true to real life.
- **Simulation:** A program that models a real-life situation. They let you try things out that would be too difficult or dangerous to do in real life.
- **Solution:** A means of solving a problem.
- **Unrealistic:** Representing things inaccurately and unlike real life.

Unit 3.8: Graphing

- **Axis:** A fixed horizontal or vertical reference line for the measurement of coordinates or to plot data in a graph.
- **Chart:** A diagram that represents data. Charts include graphs and other diagrams such as pie charts or flowcharts.
- **Column:** Vertical (down the page) divisions of a piece of work.
- **Data:** A collection of information, especially facts or numbers, obtained by observation, questions or measurement to be analysed and used to help decision-making.
- **Graph:** A diagram that represents data. There are specific layouts for graphs including bar graphs and line graphs.
- **Investigation:** A formal inquiry or systematic study.
- **Row:** Horizontal (across the page) divisions of a piece of work.
- **Sorting:** Organising data by a rule such as alphabetical or numerical.
- **Survey:** Asking people for their opinions and collecting the information.
- **Tally Chart:** A way of recording how often something happens by counting in fives.
- **Title:** A few words put at the beginning of a produced piece of work, that relates to the subject matter of the work as a description or hint to the theme.

Unit 3.9: Presenting with Microsoft PowerPoint / Google Slides

- **Animation:** The process of adding movement to still objects.
- **Audio:** Another word for sound.
- **Border Properties:** The style of the border around text or an object including the colour, thickness and dashes (version dependent options).
- **Duration:** How long something lasts for.
- **Editing:** To improve something so that it is ready for publication.
- **Fill colour:** The internal colour of an object such as a textbox (version dependent options).
- **Font formatting:** Changing the appearance of text on the screen.
- **Layer:** Describes which objects appear in the front (foreground) of a slide and which appear behind other objects. (Version dependent options).
- **Media:** Information in the form of words, sounds, numbers, images, or graphics in electronic, print or broadcast form.
- **Presentation:** A visual way of displaying information to an audience that is clear and engaging. It can contain text, images, animation and videos.
- **Presentation Design:** The overall look of a presentation including background, fonts, footers and colours.
- **Preview:** An opportunity to look at something before it goes live.
- **Review:** To look at something critically and consider how it could be improved.
- **Slide:** A single page of a presentation.
- **Slideshow**: A collection of pages arranged in sequence that contains text and images to present to an audience.
- **Sound effect:** A sound other than speech or music made artificially for use in a play, film, or presentation.
- **Textbox:** An object that can be inserted into a piece of work in a program that allows the user to input text.
- **Theme:** A ready-made template including colours and fonts that can be edited by the user.
- **Timing:** A particular point or period of time when something happens.
- **Transition:** How a slide moves from one to the next.
- **Video:** A recording of a moving image.
- **WordArt:** A way of changing the appearance of text often using decorative shapes.