Unit 6.1: 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.
- **Algorithm**: a precise, step-by-step set of instructions used to solve a problem or achieve an objective.
- **Command**: A single instruction in 2Code.
- **Concatenation**: The action of linking things together in a series.
- **Co-ordinates:** Numbers which determine the position of a point, shape or object in a particular space.
- **Debug\ Debugging:** Fixing code that has errors so that the code will run the way it was designed to.
- **Decomposition**: A method of breaking down a task into manageable components. This makes coding easier as the components can then be coded separately and then brought back together in the program.
- **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**) or when objects interact (**collision**). In 2Code, the event commands are used to create blocks of code that are run when events happen.
- **Execute\ Run:** Clicking the Play button to make the computer respond to the code. Execute is the technical word for when you run the code. We say, 'the program (or code) executes.'
- **Flowchart**: A diagram that uses specifically shaped, labelled boxes and arrows to represent an algorithm as a diagram.
- **Function:** A block or sequence of code that you can access when you need it, so you don't have to rewrite the code repeatedly. Instead, you simply **call** the **function** each time you want it.
- **Input:** Information going into the computer. This could be the user moving or clicking the mouse, or the user entering characters on the keyboard. On tablets there are other forms such as finger swipes, touch gestures and tilting the device. In 2Code the commands **prompt for input** and **get input** are used to prompt the user to enter typed input and then use this input.
- **Launch Command:** This command will open another Purple Mash file or an external website that you specify when it is called.
- **Object**: Items in a program that can be given instructions to move or change in some way (action). In 2Code Gorilla, the **object types** are button number, input, text, shape turtle, character, object, vehicle, animal.

- **Output**: Information that comes out of the computer e.g. sound. prompt, alert or print to screen.
- **Predict**: Use your understanding of a situation to say what will happen in the future or will be a consequence of something.
- **Procedure:** An independent code module that fulfils a task and is referenced within a larger body of code. In 2Code a procedure might be coded as a function.
- **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.
- **Repeat until:** In 2Code this command will repeat a block of commands until a condition is met.
- **Selection**: Selection is a decision command. When selection is used, a program will choose which bit of code to run depending on a condition. In 2Code selection is accomplished using **'if'** or **'if/else' statements.**
- **Sequence**: This is when a computer program runs commands in order.
- **Simulation**: A model that represents a real or imaginary situation. Simulations can be used to explore options and to test predictions.
- **String:** Text or a combination of text characters and numbers: A sequence of characters, which could form words, phrases or even whole sentences.
- **Tabs**: In 2Code tabs are used to organise code.
- Text Adventure: A computer game that uses text instead of graphics.
- **Text Object:** An object that can contain text and be formatted using the properties of colour and border. It is not a clickable object but can be programmed to hide.
- **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.
- **Variable**: A named area in computer memory. A variable has a **name** and a **value**. The program can change this variable value. Variables are used in programming to keep track of things that can change while a program is running.
- **x and y properties:** Properties of an object that denote its position on the screen. In 2Code the top left of the screen is (0,0) with maximum values of x and y determined by the grid size property of the background.

Unit 6.2: Online Safety

- **Data Analysis:** The process of interpreting and understanding data that has been collected and organised.
- **Digital Footprint:** The information about a person that exists on the Internet as a result of their online activity.
- **Inappropriate:** Something that is not suitable or proper in the situation.
- **Location sharing:** A way of sharing with others your devices location, these can be switched off for added security.
- **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.
- **PEGI rating:** A rating that shows what age a game is suitable for.
- **Phishing:** The practice of sending email pretending to be from reputable companies in order to persuade individuals to reveal personal information, such as passwords and credit cards numbers.
- **Print Screen:** Capturing an image of the current screen on a device. Also known as a screen shot.
- **Screen Time:** The time spent using a device with a screen, such as a computer, television, tablet or phone.
- **Secure websites:** Secure website have particular privacy features to look out for such as a padlock or https.
- **Spoof:** An imitation of something that appears to look genuine.

Unit 6.3: Spreadsheets

- **Advanced mode:** A mode in 2Calculate that displays rows and columns which gives cell addresses and enables formula wizard.
- **Budget:** The amount of money available to spend on a project.
- **Chart**: A diagram that represents data. Charts include graphs and other diagrams such as pie charts or flowcharts.
- **Columns**: Boxes running vertically in a spreadsheet.
- **Count (How Many?) Tool:** Counts how many of a variable there are in a spreadsheet.
- **Data:** A collection of information, especially facts or numbers, obtained by observation, questions or measurement to be analysed and used to help decision-making.
- **Dice Tool:** Simulates the roll of a die to a random number between 1 and 6 when you click on it.
- **Expense:** A cost associated with a project.
- **Format Cell:** The way that text looks. Formatting cells is helpful for interpreting a cell's contents for example you might want to format a cell to show a fraction e.g. 4 ½ or include units such as £ or $.
- **Formula**: A group of letters, numbers, or other symbols which represents a scientific or mathematical rule. The plural of formula is formulae.
- **Formula Bar**: An area of the spreadsheet into which formulae can be entered using the '=' sign to open the fomula.
- **Formula wizard:** Helps a user create formulas which perform calculations on selected cells. For example, adding, multiplying, average, total.
- **Move Cell Tool:** Allows selected cells to be draggable.
- **Percentage:** Percentage or percent means one hundredth. For example 1% means 1/100 or one hundredth. Since percentages are hundredth parts, this means we can easily write them as fractions and decimals. E.g. 10%, 0.1 or 1/10.
- **Probability**: The extent to which an event is likely to occur, measured by the ratio of the favourable cases to the whole number of cases possible.
- **Profit:** Money that is earned in trade or business after paying the costs of producing and selling goods and services.
- **Rows**: Boxes running horizontally in a spreadsheet.
- **Spreadsheet**: A computer program that represents data in cells in a grid of rows and columns. Any cell in the grid may contain either data or a formula that describes the value to be inserted based on the values in other cells.

Unit 6.4: Blogging

- **Approval:** The act of acknowledging something is appropriate**.**
- **Archive:** In this case, where older blog or vlog posts are stored.
- **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.
- **Blog post:** A piece of writing or other item of content published on a blog.
- **Collaborate:** Work jointly on an activity or project.
- **Commenting**: To express an opinion or reaction in speech or writing.
- **Connections**: A relationship in which a person or thing is linked or associated with something else.
- **Nodes:** a point in a diagram, in this case on 2Connect, at which lines or pathways intersect or branch.
- **Vlog:** A personal website or social media account where a person regularly posts short videos.

Unit 6.5: Text Adventures

- **Debug\ Debugging:** Fixing code that has errors so that the code will run the way it was designed to.
- **Function:** In this context, a section of code that gets run when it is called from the main code. A function in a program is usually a piece of code that gets run lots of times.
- **Link:** A way of connecting one page to another.
- **QR Code:** a code consisting of black and white squares, typically used for storing URLs or other information for reading by the camera on a smartphone.
- **Repeat**: To make something happen again.
- **Sprite**: A computer graphic which may be moved on-screen.
- **Text Adventure:** A computer game that uses text instead of graphics.
- **Selection:** When selection is used, a program will choose a different outcome depending on a condition.
- **Variables**: A variable has a name and a value. The program can change this variable value.

Unit 6.6: Networks

- **Data:** A collection of information, especially facts or numbers, obtained by observation, questions or measurement to be analysed and used to help decision-making.
- **DNS (Domain Name Server):** The system that automatically translates internet addresses to the numeric machine addresses that computers use.
- **Ethernet:** A system for connecting several computer systems to form a local area network.
- **Hosting:** Where a website or other piece of information is stored.
- **Hub\Switch:** The connection point for networks where data packets from many locations converge and are then sent out to different devices.
- **Internet:** A global computer network providing a variety of information and communication facilities consisting of interconnected networks using standardized communication protocols.
- **IP address:** A unique string of characters that identifies each computer using the Internet Protocol to communicate over a network.
- **ISP (Internet Service Provider):** A company that provides subscribers with access to the internet.
- **LAN (Local Area Network):** A computer network that links devices within a building or group of adjacent buildings, especially one with a radius of less than 1 km.
- of adjacent buildings, especially one with a radius of less than 1 km.
- **Network:** Several interconnected computers, machines, or operations.
- **Router:** A device which forwards data packets to the appropriate parts of a computer network.
- **Search engine:** A program that searches for and identifies items in a database that correspond to keywords or characters specified by the user, used especially for finding particular sites on the World Wide Web.
- **WAN (Wide Area Network):** A collection of local-area networks (LANs) or other networks that communicate with one another over a large physical area or even globally.
- **Web Page:** A document on the World Wide Web.
- **Web server:** Software and hardware that uses HTTP (Hypertext Transfer Protocol) and other protocols via the World Wide Web.
- **Website:** a set of related web pages located under a single domain name, typically produced by a single person or organization.

- **WLAN: (Wireless Local Area Network):** A collection of devices connected together wirelessly in one physical location
- **Wi-Fi**: A facility allowing computers, smartphones, or other devices to connect to the internet or communicate with one another wirelessly within a particular area.
- **World Wide Web:** An information system on the Internet which allows documents to be connected to other documents by hypertext links, enabling the user to search for information by moving from one document to another.

Unit 6.7: Quizzing

- **Audience:** People who watch a performance or use a resource.
- **Audio:** Sound (especially when recorded).
- **Case-Sensitive:** (of a computer program or function) differentiating between capital and lower-case letters.
- **Clipart:** Simple pictures to use on computers.
- **Clone**: To make a complete copy of something.
- **Cloze:** A test in which words are removed from a text and replaced with spaces. The learner has to fill each space with the correct word(s).
- **Copy\Paste:** A way to copy objects such as text or images using technology.
- **Database:** A collection of data organised in such a way that it can be searched, and information found easily.
- **Database Record:** Information about one item in the database.
- **Database Field:** The separate pieces of information collected for each record of the database.
- **Image:** Pictures (includes clipart, illustrations and photos).
- **Image Filter:** Function of a computer program that changes the appearance of uploaded images.
- **Selfie:** A photo taken by a person of themselves.
- **Statistics:** Statistics is the study and manipulation of data, including ways to gather, review, analyse, and draw conclusions from data.
- **Undo\Redo:** Using functions to undo the last action(s) performed and (optionally) redo it.
- **Preview**: To see what something (or part of something) looks like before committing to it being the final version.
- **Quiz:** An activity in which participants answer questions and receive a score dependent upon correct answers.

Unit 6.8: Binary

- **Binary:** A number system in which there are two separate integers that can be used to make all numbers. This is also called the base 2.
- **Bit:** A single 0 or 1 is called a bit. This word comes from '**B**inary Dig**it**'.
- **Decimal:** A fraction whose denominator is a power of ten and whose numerator is expressed by figures placed to the right of a decimal point.
- **Denary:** A number system in which there are ten separate integers that can be used to make all numbers. This is also called the **base 10** and **decimal system.**
- **Digit**: A single integer used to show a number.
- **Game States:** How states within computer programs and games are often represented in code using binary values of 1 (for on) and 0 (for off). This is usually done using a variable.
- **Integer:** Any whole number. This includes negative and positive numbers but not fractions or decimals.
- **Microprocessor:** Known as the **computer chip**. It contains many transistors to pass signals.
- **Nanotechnology**: The science of manipulating materials at their smallest level. At this level, the molecules of a material can be seen.
- **Nibble, Byte, Kilobyte, Megabyte, Gigabyte and Tetrabyte:** Words used to describe numbers of bits and the computer memory space that they use. (Nibble - 4 bits, Byte - 8 bits, Kilobyte (KB) - 1024 bytes, Megabyte (MB) - 1024 KB, Gigabyte (GB) - 1024 MB, Tetrabyte (TB) - 1024 GB).
- **Switch**: An act of changing to or adopting one thing in place of another.
- **Transistor:** A transistor is a tiny switch that is activated by the electronic signals it receives.
- **Variable**: A named area in computer memory. A variable has a **name** and a **value**. The program can change this variable value. Variables are used in programming to keep track of things that can change while a program is running.

Unit 6.9: Spreadsheets with Microsoft Excel / Google Sheets

- **Auto fit**: A function of a spreadsheet that alters column widths to fit data.
- **Average**: A number expressing the typical value in a set of data. Also known as the mean. It is calculated by dividing the sum of the values in the set by their number.
- **Budget**: The amount of money available to spend on a project.
- **Calculation:** The process or result of adding, subtracting, multiplying, or dividing or a combination of these operations.
- **Categories Ribbon†:** The way that icons are organised into related functions in the Microsoft menu bar.
- **Cell:** An individual section of a spreadsheet grid. It contains data or calculations.
- **Cell Reference:** Each cell has a cell reference that shows its position. The cell reference is displayed in the box on the top left (not on tablet version).
- **Chart**: A diagram that represents data. Charts include graphs and other diagrams such as pie charts or flowcharts.
- **Column:** Vertical, lettered reference points for the cells in a spreadsheet.
- **Computational Model:** Creating or using a simulation (a model) of a real-life situation, on a computer.
- **Conditional formatting**: When a cell or cells are formatted in a specific way depending upon the values in the cell or cells.
- **Currency**: A system of money in general use in a particular country.
- **Data:** A collection of information, especially facts or numbers, obtained by observation, questions or measurement to be analysed and used to help decision-making.
- **Delimiter***: A character that separates each piece of data.
- **Expense**: A cost associated with a project.
- **Filter**: Changing the view of the spreadsheet to see only certain data by selecting from the available data in the columns.
- **Flash-fill*:** A function of Excel that fills cells using a pattern started by the user.
- **Formatting**: The way that text looks (in a cell).
- **Formula:** A group of letters, numbers, or other symbols which represents a scientific or mathematical rule. The plural of formula is **formulae**.

- **Formula Bar:** An area of the spreadsheet into which formulae can be entered using the '=' sign to open the fomula.
- **Graph**: A diagram that represents data there are specific layouts for graphs including bar graphs and line graphs.
- **Horizontal axis:** The x-axis of a graph is called the horizontal axis.
- **Maximum**: The largest amount or number.
- **Minimum**: The smallest amount or number.
- **Profit**: Money that is earned in trade or business after paying the costs of producing and selling goods and services.
- **Range:** A collection of selected cells: all the numbers you want to appear in a calculation. For example, A1:A12 includes all the cells from A1 to A12.
- **Row:** Horizontal, numbered reference points for the cells in a spreadsheet.
- **Series:** Data that follows a pattern.
- **Sheet:** The label used to describe each individual page in a spreadsheet workbook.
- **Sorting**: Organising data by a rule such as alphabetical or numerical.
- **Spreadsheet:** a software tool used for organising information and performing calculations on the data.
- **Template**: A document that has been pre-formatted for a purpose including formulae to be used.
- **Text Wrapping:** This displays the cells contents on multiple lines rather than one long line, allowing all the contents to be shown.
- **Vertical axis:** The y-axis of a graph is called the vertical axis.
- **Workbook:** A spreadsheet file that can contain 1 or more spreadsheets.

*Full version only
†Microsoft only