

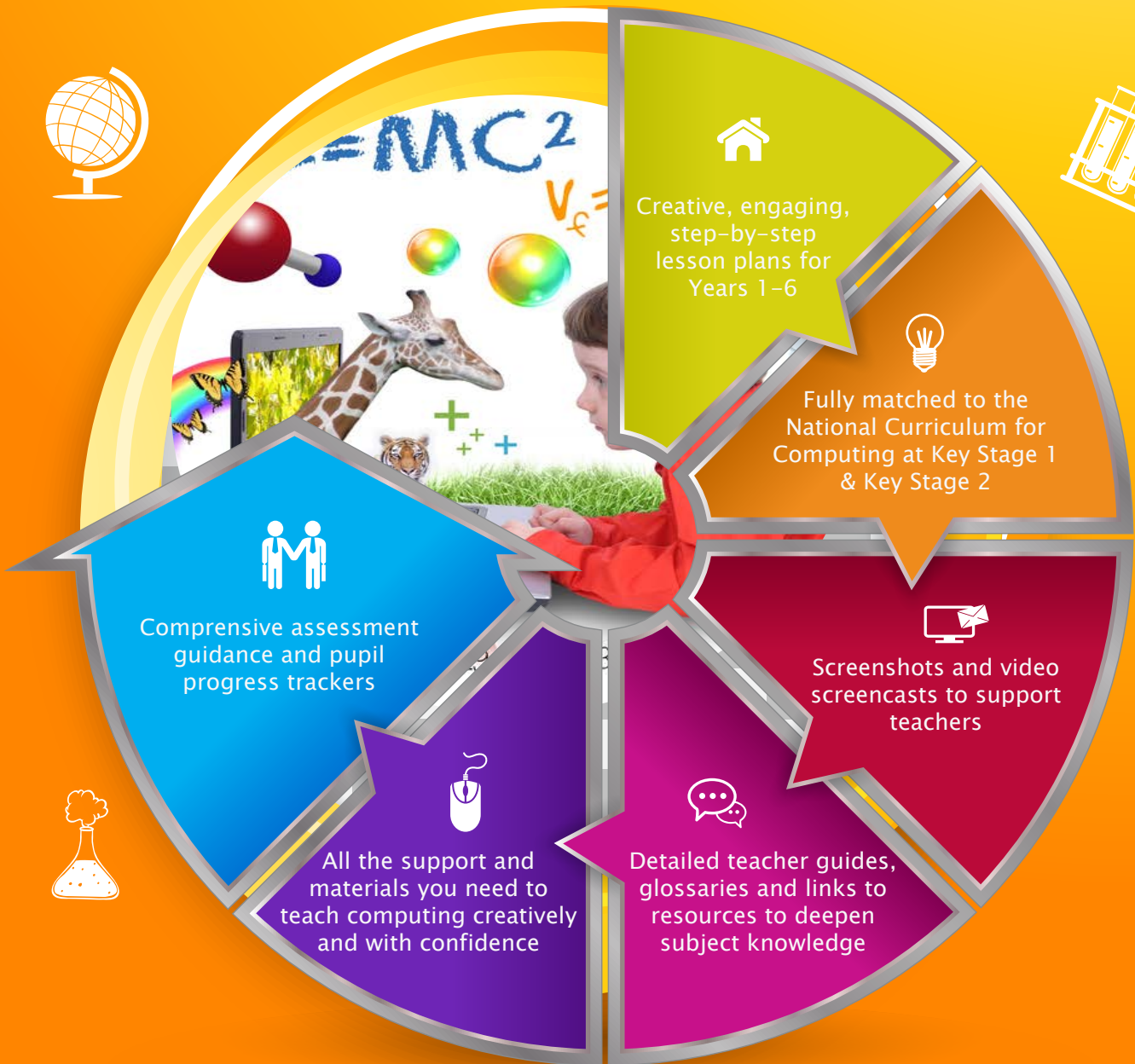
# PRIMARY COMPUTING

## GLOSSARY





# iCompute for Primary Schools





# Glossary of Terms

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## Abstraction

Taking the detail out of a 'problem' to make it easier to solve

## Algorithm

Steps to follow to achieve a task

## Boolean

A **variable** whose value can only be true or false

## Browser

A computer program used to access the **World Wide Web**

## Checksum

The total number of **packets** sent to/from a router

## Code

See Program

## Computer

A device that takes **input**, processes it, then produces **output**

## Computational Thinking

An analytical approach to 'problem' solving (involving **abstraction, decomposition, logical thinking, pattern, evaluation, generalisation**)

## Condition

Something that is either true or false

## CSS

Cascading Style Sheets – How web content is styled (Eg. font, colour etc.)

## Debug

Finding and correcting errors

## Data

Numbers that represent images, video, text and sound

## Decomposition

Splitting things into smaller parts

## Evaluation

Is this 'good'? Can it be improved?

## FTP

File Transfer Protocol. A service for moving files

## Function

A set of commands in computer programs that are grouped together and given a name so that they can be used more than once in a program





# Glossary of Terms

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## Generalisation

Adapting solutions already found to solve new problems

## Hub

A device that joins a group of **computers** together

## HTML

Hyper Text Markup Language: the 'code' used to create and lay out **web pages**

## Information

**Data** processed and/or presented to users in a meaningful way. For example, a large list of numbers is meaningless unless it is presented as, say, the ages of pupils in a class

## Input

A method of **computers** receiving data (Eg. keyboard, mouse, touch, sensors etc,)

## Internet

A **network** of connected **computers**

## IP Address

Numerical label assigned to each device on a computer **network**

## ISP

Internet Service Provider. The company you pay to connect you to the **Internet**

## LAN

Local Area Network. Computers connected together that are geographically close to each other (e.g. home or school)

## Logical Reasoning/Thinking

Using rules to solve problems

## Network

A group of computers that are connected (including the **Internet**)

## Output

A response made by computers to the user (Eg. audio (sound), visual (images), motion)

## Packet

Small pieces of **data** (text, pictures, sound)

## Pattern

Finding and using **repetition**

## Program

Instructions written in a language (**code**) computers can understand







# Glossary of Terms

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## Repetition

Instructions that can be repeated until a condition is met – i.e. a loop

## Search

Finding data that satisfies condition(s)

## Selection

A way in computer programs to make choices (e.g. IF..THEN)

## Sequence

A set of instructions that are followed in order

## Simulate

Using computers to imitate real-world scenarios

## Software

Computer programs and applications (apps)

## TCP/IP

Language computers use to communicate

## URL

Uniform Resource Locator: a nickname (address) for a website

## Variables

Names given to things we want a computer to store (remember). Eg. scores.

## WAN

Wide Area Network. Computers connected together that are geographically far apart, even in different countries. The Internet is an example

## Web Server

A computer connected to the Internet that provides access to (hosts) websites

## Web Site

A collection of web pages

## World Wide Web (WWW)

All of the web pages on the Internet, accessed using a web browser

## Wired

Devices that are connected using wires, usually cables

## Wireless

Devices that are connected without wires or cables. They communicate via radio waves

