

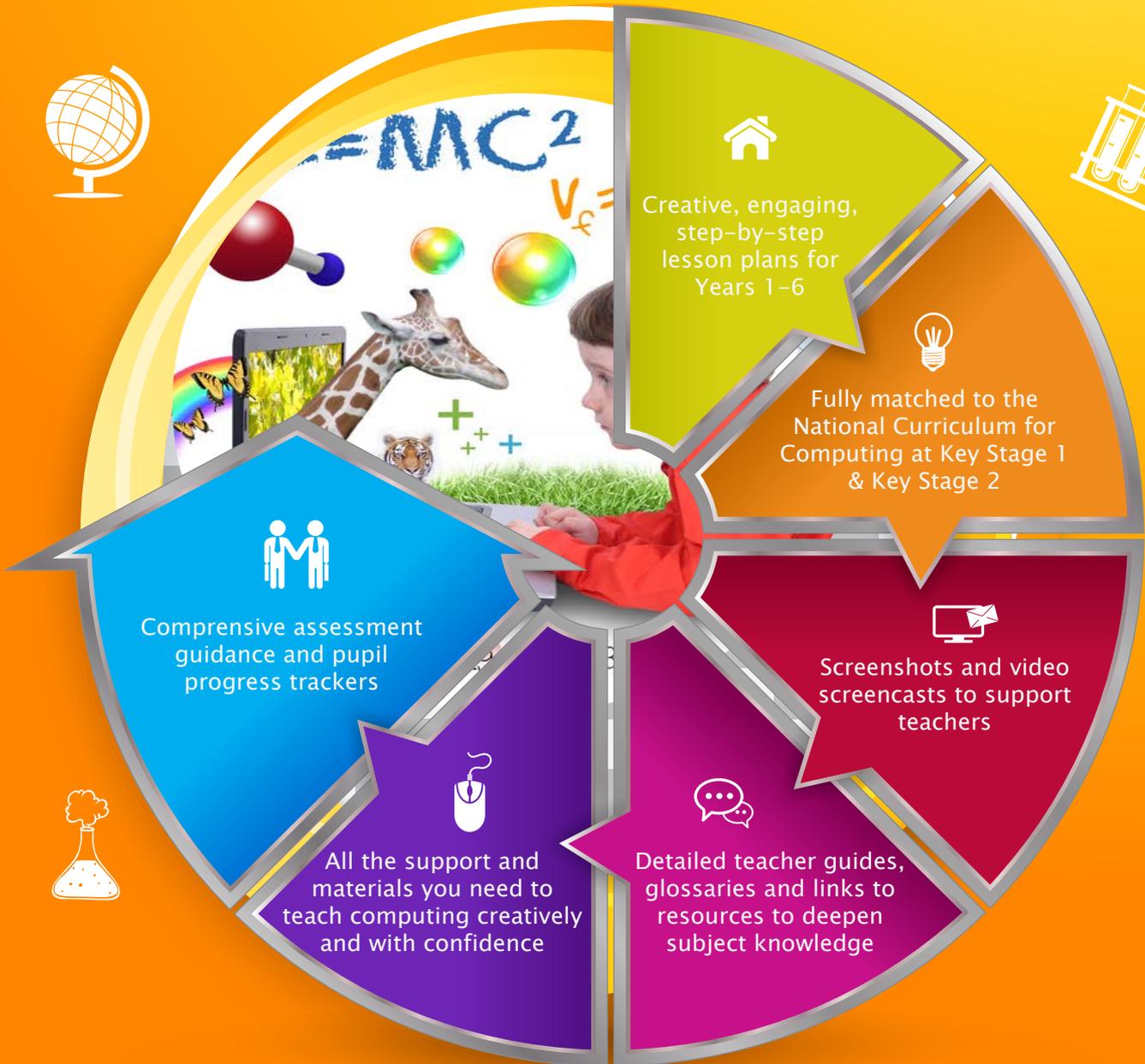
PRIMARY COMPUTING

glossary





iCompute for Primary Schools





Glossary of Terms

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

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.)





Glossary of Terms

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

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 the 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.





Glossary of Terms

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





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