St Meryl School

Computing Vocabulary List for Year 1

Unit	Vocabulary	Meaning
1.1 Online Safety & Exploring Purple Mash	Password	A series of characters used to access an online site securely.
	Avatar	A digital picture to represent someone.
	Log out	Leaving a computer system.
	My Work Area	A place on Purple Mash where your work is stored, accessible only by you and your teacher.
	Notification	A message informing you about something.
	Icon	An image you can click to navigate somewhere.
	Private	Keeping information restricted from others.
1.2 Grouping & Sorting	Sort	Putting things together based on shared features.
	Criteria	A way in which something is judged.
	Groups	Objects arranged together due to common features.
	Algorithm	A precise step-by-step instruction to solve a problem.
1.3 Pictograms	Data	Information used to answer questions.
	Pictogram	A diagram using pictures to represent data.
	Record Results	Writing down findings from an experiment.
	Compare	Looking at similarities and differences.
1.4 Lego Builders	Code	Instructions entered into a computer to perform tasks.
	Debugging	Finding and fixing errors in software.
	Instructions	Detailed information on how something should be done.
	Program	An algorithm coded to be run by a machine.
1.5 Maze Explorers	Command	An action such as "move left."
	Route	A path taken to reach a destination.
	Direction	The path in which something moves, e.g., forwards or backwards.
	Undo	To reverse a previous action.
1.6 Animated Story Books	Animation	An object that moves on screen.
	E-book	A book read on a computer or tablet.

Unit	Vocabulary	Meaning
	Sound Effect	A sound used in a play, film, or digital file.
	Font	The style of text used in writing on a computer.
1.7 Coding	Event	An occurrence that triggers code execution.
	Execute	Running the code.
	Object	Items given instructions to move or change.
	Properties	Characteristics that determine the look or behavior of an object.
1.8 Spreadsheets	Cell	A single box in a spreadsheet.
	Lock Cell	Preventing changes to a specific spreadsheet cell.
1.9 Technology Outside School	Technology	The use of science to solve problems or invent useful tools.
	Computer	An electronic device for storing and processing data.