St Meryl School

Computing Vocabulary List for Year 2

Unit	Vocabulary	Meaning
2.1 Coding	Algorithm	A step-by-step set of instructions used to solve a problem.
	Debugging	Finding and fixing errors in a program.
	Collision Detection	Detecting when two objects on the screen touch.
	Design Mode	Used to create the appearance of a 2Code program.
	Timer	A command that triggers code after a set time.
	Event	Something that triggers a block of code to run.
2.2 Online Safety	Email	Messages sent electronically between devices.
	Digital Footprint	The traces of information left behind by a person online.
	Attachment	A file sent with an email.
	Search	Looking for information using a search engine.
2.3 Spreadsheets	Cell	A single section of a spreadsheet grid containing data.
	Row	A horizontal line of cells in a spreadsheet.
	Column	A vertical line of cells in a spreadsheet.
	Graph	A visual representation of data.
2.4 Questioning	Binary Tree	A method for sorting information using yes/no questions.
	Database	A system for organizing and storing information electronically.
	Pictogram	A diagram using pictures to represent data.
2.5 Effective Searching	Search Engine	A program used to search for information on the web.
	Internet	A global computer network for information sharing.
2.6 Creating Pictures	Pointillism	An art style using small dots to create a picture.
	Palette	A selection of colours available in a program.
	Surrealism	An art style depicting dream-like visuals or random thoughts.
2.7 Making Music	bpm	Beats per minute, measuring the speed of music.
	Composition	A creative piece of music.

Unit	Vocabulary	Meaning
	Volume	The loudness of a sound.
	Tempo	The speed of music playback.
2.8 Presenting Ideas	Concept Map	A web of connected ideas and knowledge.
	Node	A point representing an idea or topic in a concept map.
	Non-fiction	Informative or factual writing.
	Quiz	A test of knowledge.