St Meryl School

Computing Vocabulary List for Year 3

Unit	Vocabulary	Meaning
3.1 Coding	Algorithm	A precise, step-by-step set of instructions to solve a problem.
	Debugging	Fixing errors in code so that it works correctly.
	Flowchart	A diagram representing an algorithm.
	Timer	A command that triggers code after a set time.
	Nesting	Placing coding commands inside other commands.
3.2 Online Safety	Blog	A website regularly updated with posts in a conversational style.
	Password	A secret word or phrase for secure access to a website.
	Reputable Source	A reliable website or source of information.
	Verify	Checking information for accuracy using other sources.
3.3 Spreadsheets	Formula Bar	An area in a spreadsheet to input calculations.
	Cell Address	The location of a cell identified by a column letter and row number (e.g., A1).
	Pie Chart	A circular chart divided into segments to represent data parts.
	Spin Tool	A tool that increases or decreases a value in a cell.
3.4 Touch Typing	Posture	The correct way to sit at a computer to avoid injury.
	Home Row	The middle row of keys used for typing.
3.5 Email	Attachment	A file sent with an email.
	Inbox	The folder where new emails arrive.
	BCC	Blind Carbon Copy, sending an email copy without the recipient knowing.
	Trusted Contact	A person whose emails are considered safe to open.
3.6 Branching Databases	Binary Tree	A database sorting information through yes/no questions.

Unit	Vocabulary	Meaning
	Database	A collection of data organized for easy search and retrieval.
3.7 Simulation	Simulation	A program that models a real-life situation.
	Modelling	Representing something, often on a smaller scale.
	Decision	Making a choice after careful thought.
3.8 Graphing	Axis	A reference line on a graph.
	Bar Graph	A graph using bars to represent quantities.
	Tally Chart	A method of recording data in groups of five.
	Sorting	Organizing data by a rule, such as alphabetical or numerical.
3.9 Presenting with PowerPoint	Animation	Adding movement to objects in a presentation.
	Slide	A single page in a presentation.
	Transition	The effect when moving from one slide to another.
	Media	Information in the form of images, sounds, or text.
3.10 micro:bit	Accelerometer	A sensor that detects movement.
	LED	A display made up of lights on the micro:bit.
	Gestures	Inputs made by moving the micro:bit, such as tilting or shaking.
	Infinite Loop	A loop that keeps running without stopping.