St Meryl School

Computing Vocabulary List for Year 4

Unit	Vocabulary	Meaning
4.1 Coding	Action	The way that objects change when programmed to do so, such as moving or resizing.
	Alert	A type of output that shows a pop-up message on the screen.
	Algorithm	A precise, step-by-step set of instructions used to solve a problem.
	Background	The static image in the design of a program that doesn't change.
	Button	An object that responds when clicked.
	Code Blocks	Blocks used to build programs in 2Code.
	Command	A single instruction in a program.
	Debugging	Finding and fixing errors in code so it runs correctly.
	Event	An occurrence (e.g., a mouse click) that triggers a block of code.
	Execute	Running the code or program.
	Flowchart	A diagram using shapes and arrows to represent an algorithm visually.
	If Statement	A conditional block of code that runs only when a specific condition is true.
	If/Else Statement	A decision-making command that runs one block of code if a condition is met and another block if it isn't.
	Implement	Turning a design into a working program using code.
	Input	Information provided to a program (e.g., keystrokes or gestures).
	Nesting	Placing commands inside other commands.
	Object	An element in a program that can be manipulated, such as a button or character.
	Predict	Guessing what will happen when the program runs.
	Prompt	A question or request in code to obtain information from a user.
	Properties	Characteristics of an object, such as size, position, or image.

Unit	Vocabulary	Meaning
	Repeat	A command to make code run multiple times.
	Repeat Until	A loop that continues until a condition is met.
	Run	Activating a program to see how it works.
	Selection	A decision command in programming.
	Sequence	Commands executed in a specific order.
	Timer	A function to run code after a delay or at set intervals.
	Variable	Named storage that holds values that can change during program execution.
4.2 Online Safety	Attachment	A file sent with an email.
	Citation	A reference to the source of information used.
	Collaborate	Working jointly on an activity or project.
	Cookies	Small pieces of data saved by a website to remember user information.
	Digital Footprint	The information left behind from online activities.
	Malware	Harmful software designed to disrupt systems or steal data.
	Phishing	Fraudulent attempts to obtain sensitive information.
	Plagiarism	Copying someone else's work and presenting it as your own.
	Ransomware	Malicious software that locks systems until a ransom is paid.
	Spam	Unwanted or junk emails.
	Virus	A harmful program designed to damage or corrupt data.
4.4 Writing for Different Audiences	Campaign	An organized effort to achieve a goal.
	Format	The arrangement of text and visuals in a document.
	Font	Style and size of text.
	Genre	A category of writing, art, or music.
	Opinion	A personal view or belief.
	Reporter	A person who gathers and shares news.
	Viewpoint	A way of thinking about or seeing something.
4.5 Logo	Debugging	Finding and fixing errors in code.
	Grid	A template that helps position elements.

Unit	Vocabulary	Meaning
	Logo	A text-based coding language for controlling an on-screen turtle.
	Multi-Line Mode	Entering multiple lines of code at once.
	Pen Down	Activates drawing mode for the turtle.
	Pen Up	Deactivates drawing mode for the turtle.
	Procedure	A reusable block of code in Logo.
	Repeat	Running a block of code multiple times.
	SETPC	Setting the pen color.
	SETPS	Setting the pen thickness.
	Speed	The rate at which the turtle moves.
4.6 Animation	Animation	Adding movement to objects.
	Frame	A single image in an animation.
	FPS	Frames per second; speed of animation playback.
	Onion Skinning	Viewing previous frames to align objects.
	Pause	Temporarily stopping the animation.
	Stop Motion	A technique for creating animations by photographing objects in small movements.
4.7 Effective Searching	Balanced View	Presenting different opinions without bias.
	Keywords	Words used to search for information.
	Search Engine	A program that helps find information online.
	Results Page	The page showing search results.
4.8 Hardware Investigators	CPU	The brain of the computer where processing occurs.
	Graphics Card	Hardware for displaying images.
	Hard Drive	Storage for data, programs, and files.
	Motherboard	The main circuit board of a computer.
	Peripherals	Devices connected to a computer, like a mouse or keyboard.
	RAM	Memory used to run programs quickly.
	Software	Programs and operating systems on a computer.
4.9 Making Music	BPM	Beats per minute; controls music speed.
	Dynamics	How loud or quiet a sound is.
	Melody	A sequence of notes creating a tune.
	Rhythm	A pattern of sounds and silences.
	Synth	Electronic instruments that create sounds.

Unit	Vocabulary	Meaning
4.10 Introduction to AI	Algorithm	A set of rules for solving a problem.
	Data	Information collected for analysis.
	Artificial Intelligence	Computer systems mimicking human intelligence.
4.11 micro:bit	Accelerometer	A sensor detecting movement.
	Gestures	Inputs based on physical movement, such as shaking.
	Infinite Loop	A loop that continues forever.
	Logic	Decision-making in code based on conditions.
	Sensor	Detects changes in the environment.
	Simulation	A program mimicking real-life scenarios.
	Variable	Storage in computer memory for changing values.