Vocabulary

Term	Key Stage	Definition
Algorithm	1&2	A precise set of ordered steps that can be followed by a human and implemented on a computer to achieve a task
Attribute (property)	1&2	A word or a phrase that can be used to describe an **object** such as its colour, size, or price
Browser	2	SEE: Web browser
Code	1&2	The **commands** that a **computer** can **run**
Code snippet	1&2	A section of a **program** viewed in isolation
Command	1&2	A single instruction that can be used in a **program** to control a **computer**
Computer	1&2	A **programmable** machine that accepts and **processes inputs** and produces **outputs** (input, process, output; IPO)
Computer network	2	A group of interconnected computing devices
Computer system	2	A combination of **hardware** and **software** that can have **data input** to it, which it then **processes** and **outputs**. It can be **programmed** to perform a variety of tasks.
Condition	2	A statement that can be either True or False
Condition-controlled loop	2	SEE: Loop (condition-controlled)
Count-controlled loop	2	SEE: Loop (count-controlled)
Data	1&2	A letter, word, number etc. that has been collected for a purpose, but **stored** without context
Data set	2	A collection of related **data**
Debugging	1&2	The process of finding and correcting errors in a **program**
Decompose	2	To break down a task into smaller, more achievable steps
Digital device	2	A computer or a device with a computer inside that has been programmed for a specific task
Domain name	2	The part of a **website**'s **URL** that is user friendly and identifies that it is under the control of a particular person or organisation e.g. raspberrypi.org
Execute (run)	2	SEE: Run
Hardware	2	The physical parts of a **computer system**
HTML (HyperText Markup Language)	2	A standardised language used to define the structure of **web pages**
Hyperlink	2	(Also: link, weblink) Text or media that when clicked, takes the user to another specified location (**URL**)
Infinite loop	2	SEE: Loop (infinite)
Information	1&2	**Data** put into a context that provides meaning
Information technology	1	The study, use, and development of **computer systems** for storing, processing, retrieving, and sending information
Input	2	**Data** that is sent to a **program** to be **processed**
Input device	2	A piece of **hardware** used to control, or send **data** to, a **computer**
Internet	2	The global system of interconnected **computer networks**
Loop	2	(**Count-controlled**, **condition-controlled**, or **infinite**) **Commands** that repeatedly **run** a defined section of **code**
Loop (condition-controlled)	2	A **command** that repeatedly **runs** a defined section of **code** until a **condition** is met
Loop (count-controlled)	2	A **command** that repeatedly **runs** a defined section of **code** a predefined number of times
Loop (infinite)	2	A **command** that repeatedly **runs** a defined section of **code** indefinitely
Network	2	SEE: Computer network

Object	1	Something that can be named and has other **attributes** (**properties**), which can be labelled
Object	2	Something that is uniquely identifiable and has **attributes**
Output	2	The result of **data processed** by a **computer**
Output device	2	A piece of **hardware that** is controlled by **outputs** from a **computer**
Procedure	2	A named set of **commands** that can be called multiple times throughout a **program**. This type of **subroutine** does not return a value.
Process	2	A **program**, or part of a **program**, that is running on a **computer**
Program	1&2	A set of ordered **commands** that can be **run** by a **computer** to complete a task
Property (attribute)	1	A word or a phrase that can be used to describe an **object** such as its colour, size, or price
Repetition	2	Part of a **program** where one or more **commands** are **run** multiple times in a **loop**
Router	2	A device that manages the flow of data between **computer networks**
Run (execute)	1&2	To action the **commands** in a **program**
Selection	2	Part of a **program** where if a **condition** is met, then a set of **commands** is **run**
Server	2	A networked **computer** that manages, **stores,** and provides **data** such as files to other computers
Software	2	The **programs** used to control **computers** and perform specific tasks
Stored (data)	2	**Data** kept digitally so that it can be accessed by a computer
Subroutine	2	A named sequence of **commands** designed to perform a specific task
Switch (network switch)	2	A device that manages the flow of **data packets** within a **computer network**
Technology	1	The use of scientific knowledge for practical purposes
URL (Uniform Resource Locator)	2	The address of a file on the **internet**
Variable	2	A named piece of **data** (often a number or text) **stored** in a computer's memory, which can be accessed and changed by a **computer program**
Web	2	SEE: WWW (World Wide Web)
Web address	2	SEE: URL (Uniform Resource Locator)
Web browser	2	A **program** used to view, navigate, and interact with **web pages**
Web page	2	A **HTML** document viewed using a **web browser**
Website	2	A collection of interlinked **web pages**, stored under a single **domain**
WiFi	2	A technology that allows devices to wirelessly access a **network** and transfer **data**
WAP (Wireless Access Point)	2	A network device that allows wireless computing devices to connect to a wired **network**
WWW (World Wide Web)	2	A service provided via **the internet** that allows access to **web pages** and other shared files