we can Do It!

| Key Vocabulary | | |
|----------------|---|--|
| Database | A structured set of information stored and organized in a computer system | |
| Ascending | Arranging items or data in a particular order from lowest to highest or in alphabetical order | |
| Descending | Arranging items or data in a particular order from highest to lowest or in reverse alphabetical order | |
| Field | A category or section within a database where specific pieces of information are stored | |
| Information | Facts or knowledge about something | |
| Keyworda | Specific words or terms used to search for information in a database or search engine | |
| Record | A piece of information or data that is written down or stored in a database | |
| Retrieval | The action of bringing back or obtaining information from a database or storage system | |
| Search | The act of looking for specific information or data in a database or other sources | |





| Key Vocabulary | | |
|----------------|---|--|
| Abstraction | Taking the detail out of a problem to make it easier to solve | |
| Algorithm | A step-by-step set of instructions or rules to solve a problem | |
| Conditionals | Programming statements that allow the program to make decisions based on certain conditions being true or false | |
| Decomposition | Splitting things into smaller parts | |
| Logic | A way of thinking and reasoning that leads to valid conclusions and solutions | |
| Loops | Loops are programming structures that repeat a set of instructions multiple times | |
| Operators | Symbols or characters used in programming to perform specific operations on data | |
| Sequence | The main structure of an algorithm or a computer program. | |
| Variable | A name that represents a value that can change in a program | |



Computing Key Vocabulary



Key Vocabulary A step-by-step set of instructions or rules to solve a Algorithm problem A piece of code that performs a specific action or task in Block programming Programming statements that allow the program to make Conditionals decisions based on certain conditions being true or false To repeat a particular action or code indefinitely in Forever Loop programming A small programmable computer designed to introduce Micro:Bit children to coding and digital technology To move up or down a digital document or webpage to Scroll view different sections A name that represents a value that can change in a Variable program



Computing Key Vocabulary

5.4

| Key Vocabulary | | |
|---------------------|--|--|
| Animation | To give the illusion of movement to drawings, models or inamimate objects | |
| Animation | The process of creating moving images by quickly showing a series of drawings or pictures | |
| Editing | The process of making changes to an animation | |
| Frame | An individual picture in an animation | |
| Image | A visual representation or picture that can be seen or displayed | |
| Stick Figure | A simple drawing of a person or an animal made up of straight lines resembling a stick | |
| Stop Frame Animator | A person who creates animated films or videos by capturing individual frames or pictures and then playing them together to create motion | |

ey Vocabulary



| Key Vocabulary | | |
|-----------------------------|--|--|
| LAN (Local Area Network) | A network that connects computers and devices within a limited area, such as a home or an office building | |
| Modem | A device that converts digital signals from a computer into analog signals that can be transmitted over telephone lines or cable lines | |
| Network | A collection of computers, devices, or systems that are connected and can communicate with each other | |
| Router | A device that directs traffic on a network by transmitting data messages from one network to another | |
| Server | A powerful computer or system that manages and distributes resources and services to other computers or devices in a network | |
| Switch | A networking device that connects devices within a local area network (LAN) by using packet switching | |
| WAN (Wide Area Network) | A network that connects computers and devices over a large geographical area, such as different buildings or cities. | |
| Wi-Fi | A wireless networking technology that allows devices to connect to the internet without using cables or wires | |
| Wireless | Any technology that does not require physical wires to communicate or transmit data between devices or systems | |



5.6



| Key Vocabulary | | |
|--------------------------------|---|--|
| CAD (Computer Aided Design) | A technology that allows engineers and designers to create detailed, precise, and accurate 2D and 3D models of objects using specialized software | |
| Orbit | A tool that allows a 3D design to be viewed from all angles | |
| Pan | A tool that allows a large design to be moved across the screen | |
| Push/Pull Tool | A tool that can fillin or push out a solid 3D wall from a 2D outline | |
| Select | The select tool is used to move or highlight aspects of the 3D drawing | |
| Template | A pre-designed format or layout that can be used as a starting point for creating something new | |
| Zoom | A tool to change how magnified a design is, making it appear larger or smaller on the screen | |