



Computing Appendix – Glossary of Terms



Term	Key Stage/Year Group	Explanation
Algorithm	KS1&2	A precise set of ordered steps that can be followed by a human or a computer to achieve a task.
Attribute (property)	K1&2	A word or a phrase that can be used to describe an object such as its colour, size, or price.
Browser	K2	SEE: Web browser
Code	K1&2	The commands that a computer can run .
Code snippet	K1&2	A section of a program viewed in isolation.
Command	K1&2	A single instruction that can be used in a program to control a computer .
Computer	K1&2	A programmable machine that accepts and processes inputs and produces outputs (input, process, output; IPO)
Computer network	K2	A group of interconnected computing devices.
Computer system	K2	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	K2	A statement that can be either True or False.
Condition-controlled loop	K2	SEE: Loop (condition-controlled)
Count-controlled loop	K2	SEE: Loop (count-controlled)
Data	K1&2	A letter, word, number etc. that has been collected for a purpose, but stored without context,
Data set	K2	A collection of related data .
Debugging	K1&2	The process of finding and correcting errors in a program .
Decompose	K2	To break down a task into smaller, more achievable steps.
Digital device	K2	A computer or a device with a computer inside that has been programmed for a specific task
Domain name	K2	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)	K2	SEE: Run

Hardware	K2	The physical parts of a computer system.s
HTML (HyperText Markup Language)	K2	A standardised language used to define the structure of web pages
Hyperlink	K2	(Also: link, weblink) Text or media that when clicked, takes the user to another specified location (URL)
Infinite loop	K2	SEE: Loop (infinite)
Information	K1&2	Data put into a context that provides meaning✓
Information technology	K1	The study, use, and development of computer systems for storing, processing, retrieving, and sending information
Input	K2	Data that is sent to a program to be processed
Input device	K2	A piece of hardware used to control, or send data to, a computer
Internet	K2	The global system of interconnected computer networks
Loop	K2	(Count-controlled, condition-controlled, or infinite) Commands that repeatedly run a defined section of code
Loop (condition-controlled)	K2	A command that repeatedly runs a defined section of code until a condition is met
Loop (count-controlled)	K2	A command that repeatedly runs a defined section of code a predefined number of times
Loop (infinite)	K2	A command that repeatedly runs a defined section of code indefinitely
Network	K2	SEE: Computer network
Object	K1	Something that can be named and has other attributes (properties) , which can be labelled
Object	K2	Something that is uniquely identifiable and has attributes
Output	K2	The result of data processed by a computer
Output device	K2	A piece of hardware that is controlled by outputs from a computer
Procedure	K2	A named set of commands that can be called multiple times throughout a program . This type of subroutine does not return a value.
Process	K2	A program , or part of a program , that is running on a computer
Program	K1&2	A set of ordered commands that can be run by a computer to complete a task
Property (attribute)	K1	A word or a phrase that can be used to describe an object such as its colour, size, or price
Repetition	K2	Part of a program where one or more commands are run multiple times in a loop

Router	K2	A device that manages the flow of data between computer networks
Run (execute)	K1&2	To action the commands in a program
Selection	K2	Part of a program where if a condition is met, then a set of commands is run
Server	K2	A networked computer that manages, stores , and provides data such as files to other computers
Software	K2	The programs used to control computers and perform specific tasks
Stored (data)	K2	Data kept digitally so that it can be accessed by a computer
Subroutine	K2	A named sequence of commands designed to perform a specific task
Switch (network switch)	K2	A device that manages the flow of data packets within a computer network
Technology	K1	The use of scientific knowledge for practical purposes
URL (Uniform Resource Locator)	K2	The address of a file on the internet
Variable	K2	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	K2	SEE: WWW (World Wide Web)
Web address	K2	SEE: URL (Uniform Resource Locator)
Web browser	K2	A program used to view, navigate, and interact with web pages
Web page	K2	A HTML document viewed using a web browser
Website	K2	A collection of interlinked web pages , stored under a single domain
WiFi	K2	A technology that allows devices to wirelessly access a network and transfer data
WAP (Wireless Access Point)	K2	A network device that allows wireless computing devices to connect to a wired network
WWW (World Wide Web)	K2	A service provided via the internet that allows access to web pages and other shared files