



Primary Computing Glossary (Teach Computing)

Term	Key Stage	Definition
Algorithm	1&2	A precise set of ordered steps that can be followed by a human or 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