









## Key Vocabulary

|                         |   |   |
|-------------------------|---|---|
| Adapt                   | To adjust something or someone, in order to improve a situation or a purpose, to become more effective.   |   |
| Advertisement           | Used to promote or announce something to the public through videos, voice or images broadcast on television and radio.  |    |
| Algorithm               | A sequence of instructions which, when followed, solve a problem.   |   |
| Bug                     | A mistake or error in the code, stopping the program from working as intended.  |   |
| CAD                     | Computer-aided design software used to create graphics, diagrams or other visuals.  |   |
| Computer code           | A set of instructions written in programming language, to tell a computer what to do.   |   |
| Code (verb)             | To write in programming language (code).  |   |
| Design                  | To make, draw or write plans for something.   |  |
| Edit                    | To change and amend something.  |   |
| Electronic components   | The parts that make up an electrical device or product with processing capabilities.  |    |
| Image rights            | The picture or image belongs to someone or a company.   |  |
| Image                   | A picture of people or objects.   |   |
| Input                   | Information sent to a computer by an input device such as a keyboard or mouse for processing.   |   |
| Information             | Knowledge which can be remembered, written in documents or stored in different forms as data, such as in video files and audio recordings.                              |    |
| Invention               | A new device or process that solves a problem.  |   |
| Loop                    | A repeated sequence of instructions.  |    |
| Output                  | Information or data that is sent by the computer to an output device such as a printer or speakers.   |   |
| Photo                   | Images that are taken by a device called a camera.  |    |
| Program                 | A series of code that instructs the computer to perform specific tasks.   |   |
| Repetition (code)       | To create loops in your program, to make it more efficient.   |   |
| Screenshot              | A captured image of what is currently on the screen or monitor.   |   |
| Selection (programming) | Where an algorithm or program branches off. It allows the computer to change what it does, depending on the information received.                                       |   |
| Sequence                | A set order or pattern for something to follow.   |  |
| Variable                | This could be a number or text, that can change each time the program is run and often in combination with selection to change the end result of the program.           |   |
| WWW                     | The acronym used to express the 'World Wide Web'. It is found at the beginning of website addresses e.g. <a href="http://www.kapowprimary.com">www.kapowprimary.com</a> |   |