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Hello Parents and Carers

Here is a useful Computing glossary, created by us, the pupil Digital Champions.

**Algorithm** - Step-by-step instructions to solve a problem or achieve a specific outcome.

**Computational thinking** – The process of formulating and solving problems by breaking them down into smaller parts.

**Cyber-bullying** - Bullying that takes place over electronic devices, such as, computers, mobile phones, tablets and iPads.

**Debug** - To detect and correct errors in a computer program.

**Loop** - A block of code that allows the **Sprite** to follow an **algorithm** repeatedly and automatically.  
(For example, instead of inputting clap, dance, clap dance, you can put one clap and one dance in a forever loop).

**Program** – A computer program is a sequence of instructions in a programming language that a computer can do or can read.

**Repetition** – A programming construct in which one or more instructions are repeated (For example, in a forever loop.)

**Sequence** – Place instructions in order to be executed one after the other.

**Software** – Computer programs, such as Microsoft Word, Microsoft PowerPoint, web browsers, media editors and games.

**Sprite** – A computer graphics object that can be controlled and programmed, such as an animal or a character.

**Variable** – Something that can be stored, retrieved or changed, such as simple data, a score or a user's name.

If you have any questions about Computing vocabulary, please email the class email and one of the pupil Digital Champions will reply. Thank you.

