

<p>Unit 3.1 — We are programmers</p> <p>Iterative development: a trial and improvement approach to programming or other work, in which each successive version builds on the previous one by the fixing of mistakes or the adding of features</p> <p>Output: information produced by a computer — in this case, an animation</p> <p>Parallel processing: when programs run (or appear to run) simultaneously</p> <p>Program: a sequence of instructions (or sometimes a set of rules) that can be followed by a computer</p> <p>Repetition: programming construct which allows a group of instructions to be repeated a number of times, or until a certain condition is met</p> <p>Scratch: simple, block-based programming language in which programs for characters are built by snapping together code blocks</p> <p>Sequence: placing programming instructions in order, so that each happens one after the other</p> <p>Sprite: a graphical character in a program that can be given its own sequence of instructions</p> <p>Storyboard: a visual representation of the key scenes or frames in a video; one way of recording an algorithm visually</p>
<p>Unit 3.2 — We are bug fixers</p> <p>Abstraction: computational thinking approach to managing complexity by simplifying things, through identifying what is important and what detail can be hidden or ignored</p> <p>Algorithm: a sequence of precise instructions or steps (sometimes a set of rules) to achieve an objective</p> <p>Bug: an error or mistake in a program or algorithm, causing the computer or robot to behave in a manner that was not originally intended</p> <p>Code: instructions (or sometimes rules) that can be understood by a computer</p> <p>Debug: correct mistakes in a computer program or algorithm</p> <p>Event: something that happens within a computer program to cause some particular code to be run, such as an internal message being received, or a sprite being tapped by the user</p> <p>Input: data supplied to a computer — in this case, the algorithm taken from the storyboard for the animation</p> <p>Logical reasoning: to be able to give a reason for something which others would have to accept as correct</p> <p>Output: information produced by a computer — in this case, an animation</p> <p>Parallel processing: when programs run (or appear to run) simultaneously</p> <p>Program: a sequence of instructions (or sometimes a set of rules) that can be followed by a computer</p> <p>Repetition: programming construct which allows a group of instructions to be repeated a number of times, or until a certain condition is met</p> <p>Scratch: simple, block-based programming language in which programs for characters are built by snapping together code blocks</p> <p>Sequence: placing programming instructions in order, so that each happens one after the other</p> <p>Sprite: a graphical character in a program that can be given its own sequence of instructions</p> <p>Variable: named storage location in a computer's memory</p>
<p>Unit 3.3 - We are presenters</p> <p>Camera roll: dedicated directory on iPads in which all images are stored; can be shared across multiple devices depending on how these have been configured</p> <p>Colour value: the combination of red, green and blue values, each on a 0–255 scale, which represents the colour of any given pixel</p> <p>Creative Commons: copyright licensing scheme in which content can be re-used without additional permission, subject to certain specified conditions</p> <p>Green screen: video technique in which the bright green pixels of each frame in video footage are replaced by corresponding pixels from background video or images, effectively making these areas of the frames transparent</p> <p>'Ken Burns': video effect in which the video frame moves across and perhaps zooms into or out from a static image, such as a photograph; named after a US cinematographer who made extensive use of this technique in historical documentaries</p> <p>Pixel: picture element — one of the small, square dots that makes up a digital image</p> <p>Resolution: the number of pixels that make up an image or frame of video — the higher the value, the more detail is visible</p> <p>Rushes: unedited footage from a video recording</p>

<p>Search engine: web-based service providing links to other web pages, images or other content that matches the keywords and other criteria specified. Results are typically ranked on the number and quality of inbound links</p>
<p>Unit 3.4 – We are who we are</p>
<p>Comments: a tool in word processors (and other software) to allow one user to provide feedback and suggestions on part of a document</p> <p>Creative Commons: copyright licensing scheme in which content can be re-used without additional permission, subject to certain specified conditions</p> <p>Data centre: warehouse of computer storage and processing connected to the internet</p> <p>Outline: overview of a document, showing the structure of headings and subheadings without body text</p> <p>Personal information: information relating to an identified or identifiable individual</p>
<p>Unit 3.5 – We are co-authors</p>
<p>Algorithm: a sequence of precise instructions or steps (sometimes a set of rules) to achieve an objective</p> <p>Creative Commons: copyright licensing scheme in which content can be re-used without additional permission, subject to certain specified conditions</p> <p>Debug: correct mistakes in a computer program or algorithm</p> <p>Five pillars: governing principles of Wikipedia: it is an encyclopaedia, it has a neutral point of view, it is free, it has a code of conduct and it has rules that continue to evolve</p> <p>Hyperlinks: text or images that, when clicked, open another page or move to another part of the document</p> <p>Hypertext mark-up language (HTML): predominant language for web pages</p> <p>Wiki: website that allows the creation and editing of any number of interlinked web pages via a web browser; often used to create collaborative works</p> <p>Wikipedia: online encyclopaedia edited by its users</p>
<p>Unit 3.6 – We are opinion pollsters</p>
<p>Data: structured information gathered for analysis, often, but not always, as numbers</p> <p>Data centre: warehouse of computer storage and processing connected to the Internet</p> <p>Data protection: safeguarding personal information – the Data Protection Act (DPA) controls how personal information can be used and your rights to ask for information about yourself</p> <p>Digital footprint: a trail of data you create while using the Internet</p> <p>Filter: to identify a subset of data based on one or more criteria</p> <p>Personal information: information relating to an identified or identifiable individual</p> <p>Survey: questions for a group of people to learn their opinions or experience</p>