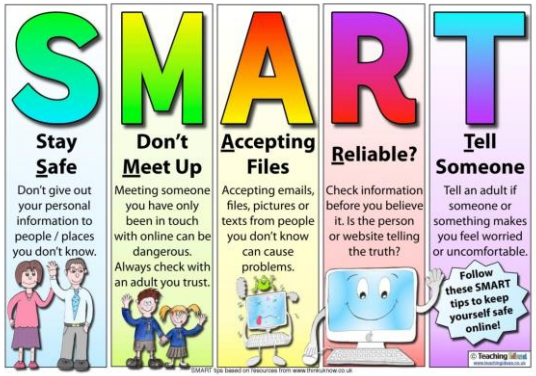
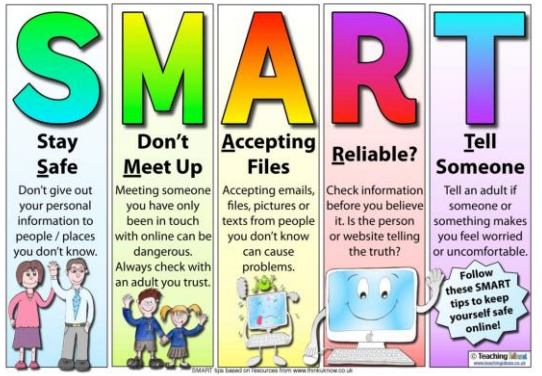
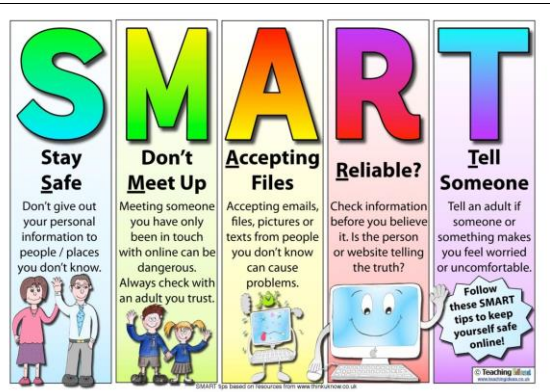
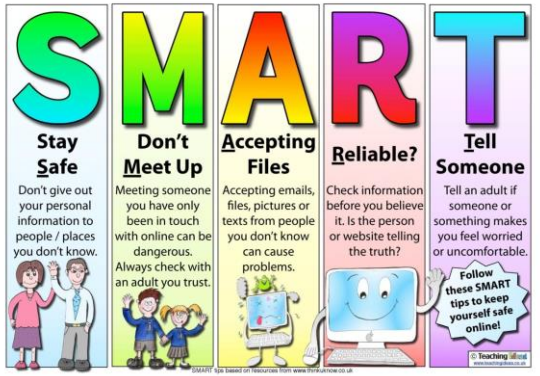
Computing Unit 1 – The Internet		Year 4
Internet A global system of interconnected computer networks	**Network** A computer network is a group of interconnected / joined computing devices	**World wide web** WWW – A service provided via the internet that allows access to web pages and other shared files.
Website A collection of interlinked web pages, stored under a single domain. **Web page** A HTML document viewed using a web browser.	**Media** In computing this can be news, art of any form of information that can reach of influence people. In art, it can be the material chosen to communicate an idea such as paint or clay.	

Computing Unit 2 – Creating Media – Audio Production		Year 4
Input Data that is sent to a program to be processed.	**Output** The result of data processed by a computer	**Audio** Sound, especially when recorded, transmitted or reproduced.
Podcast A digital audio file, made available on the internet for downloading, often by subscribers.	**Export** Prepare a file in a format that can be sent to other computers, including over the internet, so that other computers can download and recognise the files.	

Computing Unit 3 – Repetition in Shapes		Year 4
Code snippet A small section of a program that is viewed in isolation.	**Command** A single instruction that can be used in a program to control a computer.	**Algorithm** A precise set of ordered steps that can be followed by a human and implemented on a computer to achieve a task.
Repetition Part of a program where one or more commands are run multiple times in a loop.	**Count-controlled loop** A command that repeatedly runs a section of code a pre-defined number of times.	

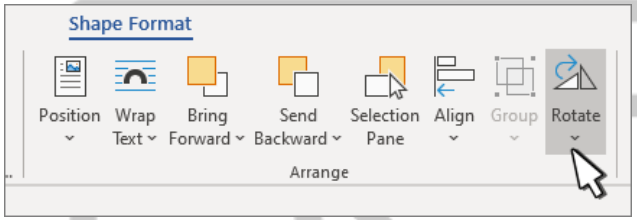
Computing Unit 4 - Data Logging		Year 4
Data set A collection of related data	**Data** A letter, word or number that has been collected for a purpose but stored without context.	**Sensor** A device that discovers and reacts to changes in such things as movement, heat and light.
Data logger An electronic device that automatically monitors and records information such as temperature so that data can be used to answer questions.	**Intervals** Normally numbers related to times e.g. 5 seconds to tell the program how often to measure a measurement.	

Computing Unit 5 – Photo Editing

Year 4

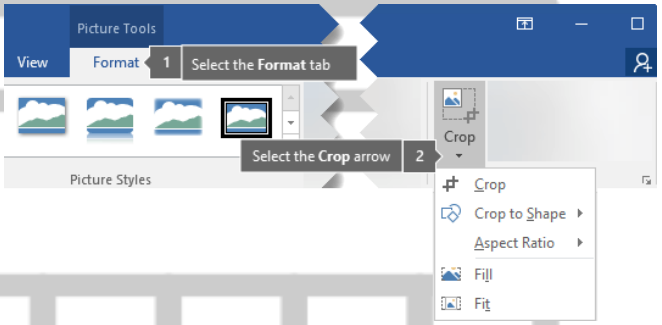
Rotate

Turn



Crop

Cut off sections



Image

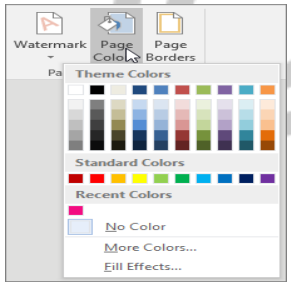
Picture

Edit

To change, alter or improve

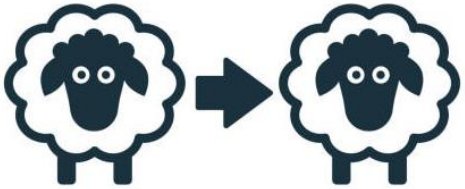
Colour effects

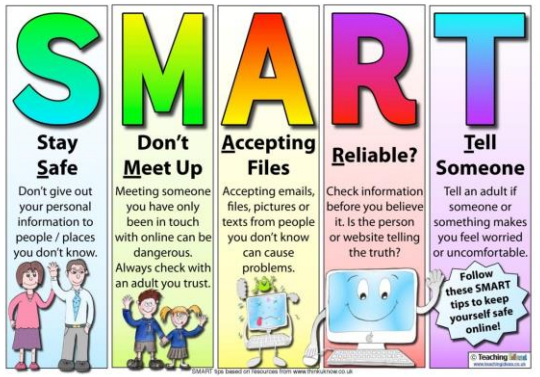
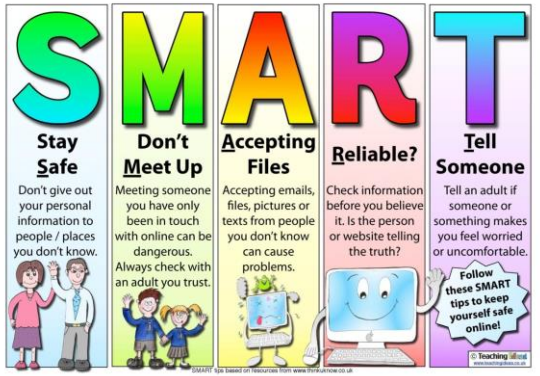
Using colour to change how it looks in different ways



Cloning

Making an exact copy





Computing Unit 6 – Repetition in Games		Year 4
Code snippet A small section of a program that is viewed in isolation	**Loop** (Count controlled, condition controlled or infinite) Commands that repeatedly run a defined section of code.	**Repetition** Part of a program where one or more commands are run multiple times in a loop.
Algorithm A precise set of ordered steps that can be followed by a human and implemented on a computer to achieve a task