

Glossary

- **Algorithm:** An unambiguous set of rules or a precise step-by-step guide to solve a problem or achieve a particular objective.
- **Bitly:** A web service that provides shortened links; can also be used to provide a bundle of links.
- **Blog:** An online journal or website made of a series of individual posts, usually displayed in reverse chronological order.
- **Creative Commons:** A licensing scheme where the creator of an original work allows others to use it without seeking further permission, subject to a number of agreed conditions: www.creativecommons.org.
- **Debug:** To fix the errors in a program – the term ‘bug’ was used by the computing pioneer Grace Hopper in relation to a moth that had to be removed from an automatic switch in an early computer in order for the program to run.
- **Global Position System (GPS):** This system allows a user to determine their exact location using a network of military satellites.
- **Google Custom Search:** The ability, via Google, to create a customised search facility for a predefined list of websites.
- **Google Maps:** A web-based interactive geographical information service providing mapping, satellite and aerial photography, directions and additional information. See google.com/maps.
- **Interface:** The link between one system and another, typically between the user of a program and the computer on which it runs.
- **IWB:** Interactive whiteboard.
- **Learning platform:** A term used by some schools to describe a virtual learning environment; a collection of web-based tools designed to support learning at home or in school.
- **Logical reasoning:** A systematic approach to solving problems or deducing information using a set of universally applicable and totally reliable rules.
- **MP3:** A common format for audio files.
- **Online safety:** Used to describe behaviours and policies intended to minimise the risks to a user of using digital technology, particularly the internet.
- **Open Air Laboratories (OPAL):** A network of UK-wide citizen science initiatives: www.opalexplornature.org.
- **Programmable toys:** Robots designed for children to use, accepting input, storing short sequences of simple instructions and moving according to this stored program.
- **Sequence:** To place programming instructions in order, with each executed one after the other.
- **Sprite:** A computer graphics object that can be controlled (programmed) independently of other objects or the background.