



Glossary

Abstraction

Identifying and focusing on only the important parts needed to solve the problem.

Accelerometer

A sensor that can be used to measure if the micro:bit is moving, in which direction it is moving and how fast it is moving.

Algorithms

A set of step-by-step instructions.

Bugs

An error in a computing program which results in an incorrect output.

Data

Information collected for use elsewhere.

Debugging

Finding and fixing problems or errors with code.

Decomposition

Breaking down a problem into smaller parts.

Execute

When the computer reads the program and carries out the instructions.

Hardware

A physical device like a computer or a micro:bit that is told what to do by computer programs (software).

Input

Data sent to a computer for processing such as button presses and sensor readings. The micro:bit's buttons are input devices.

Internet

A huge network of computers, devices and hardware that allows for information to be shared throughout the world.



LEDs

Stands for light-emitting diode. These are the lights on the front of the micro:bit that we can turn on and off to create patterns.

Logic

How computers make decisions based on whether things are true or false.

Network

When two or more computers are connected together so that data can be shared between them.

Output

Data sent from a computer such as information shown on the LED display. The micro:bit's LEDs are output devices.

Pattern recognition

Spotting similarities and repetition to improve the efficiency of our instructions.

Physical systems

A computer that responds to changes in the environment and has a real-world output.

Program

A set of instructions written in code that performs a given task.

Repetition (iteration / loops)

Telling the computer to do an instruction or a set of instructions more than once.

Count-controlled loops

A form of repetition where the instructions are repeated a given number of times.

Infinite loops

A form of repetition where the instructions are repeated endlessly.

Selection (conditionals)

Making different things happen based on different conditions.

Sequence

The specific order of instructions.

Software

A set of programs used to perform a task, which is usually more complex than a single program.



Variables

A container for storing data which can be accessed and updated while a program is running
When the micro:bit counts the steps you have taken, a variable is being used.

World Wide Web

A collection of web pages that use the internet to share information.