

Glossary

Abstraction

Identifying and focusing on the most important information.

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 instructions or rules written for a human to follow.

Bugs

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

Data

Information that is sent to a computer, used by a computer or stored in a computer.

Debugging

Finding and fixing bugs in a computer program.

Decomposition

Breaking a problem down into smaller tasks.

Execute

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

Input devices

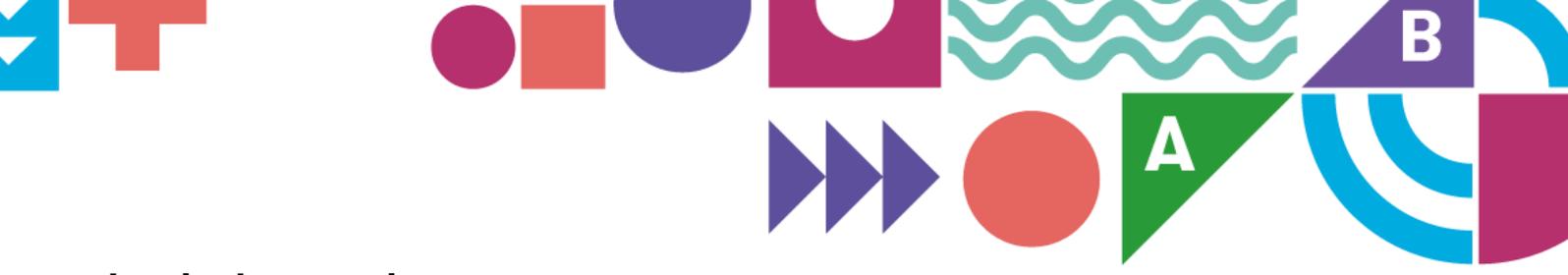
Devices that can be used to send data to the computer. The micro:bit's buttons are input devices.

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.



Logical reasoning

Using what you already know when solving a problem.

Network

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

Output devices

Devices that can be used to present data that has been generated to a computer. The micro:bit's LEDs are output devices.

Pattern recognition

Spotting opportunities to use loops when you need to repeat the same sets of 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 a language that a computer can understand.

Repetition

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

Telling the computer to only carry out a set of instructions if a certain condition is met.

Sequence

Placing instructions in the order that they need to be carried out.

Variables

A variable is data stored within a computer program. This data can be changed, recalled or used. 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.

