



Glossary

Abstraction

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

Accelerometer

A sensor that detects movement.

Algorithm

A set of step-by-step instructions.

Code

Instructions written in a way that a computer can understand.

Compass / magnetometer

A sensor that detects magnetic fields.

Data

Information collected for use elsewhere.

Debugging

Finding and fixing problems or errors with code.

Decomposition

Breaking down a problem into smaller parts.

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.

LEDs

Stands for light-emitting diode. The micro:bit display is made of 25 LEDs.

Logic

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



Output

Data sent from a computer such as information shown on the LED display.

Pattern recognition

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

Program

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

Repetition / loops

Allow you to repeat sets of instructions without having to write them out multiple times.

Infinite loop

A loop that runs forever.

Count-controlled loop

A loop that repeats instructions a fixed number of times.

Selection

Making different things happen based on different conditions.

Sensor

An input that senses things in the real world, such as movement, temperature, and light levels.

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.

Variable

A container for storing data which can be accessed and updated while a program is running.