

ALGORITHM

A list of
ordered
steps to
complete a
task



Steps

1. _____
2. _____
3. _____

```
★ to draw a square
repeat 4 times
do
  move forward by 100 pixels
  turn right by 90 degrees
```

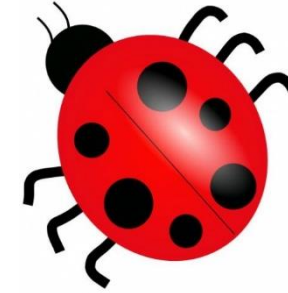
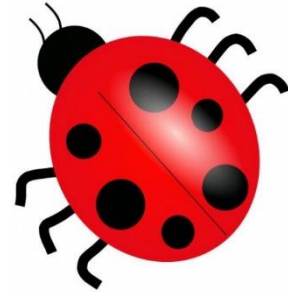
```
when green flag clicked
set pen size to 5
pen up
hide
set distance to 0
clear
```



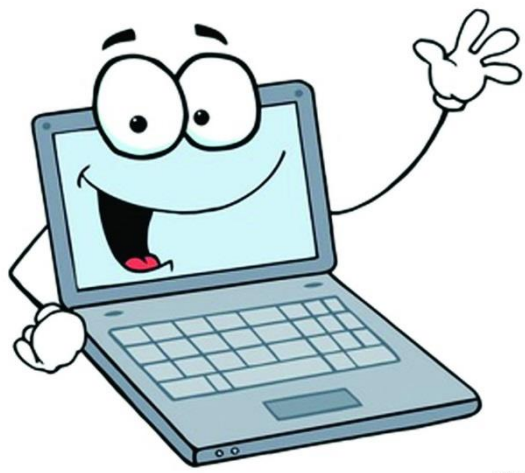
DEBUG



Find and fix errors (bugs) in a program



```
when clicked
  go to x: 0 y: 116
  point in direction 90
  set speed to 10
  forever
    move speed steps
    if color is touching ? then
      turn 10 degrees
    if color is touching ? then
      turn 10 degrees
```



PROGRAM

an algorithm
that has been
ordered into
something that
can be run by a
machine



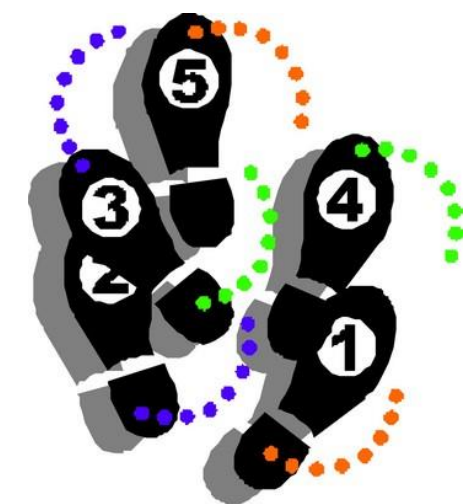


SEQUENCE

A step by step order of something.

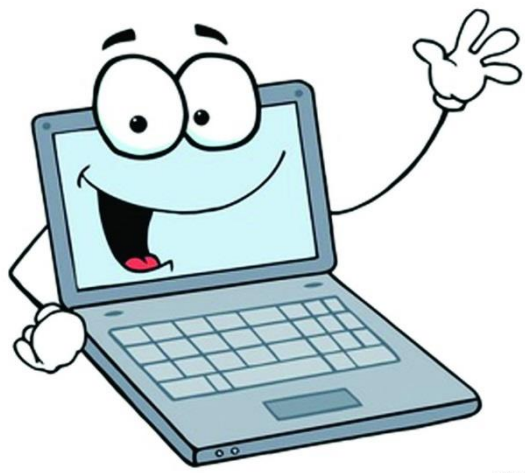


Egg Caterpillar Chrysalis Butterfly

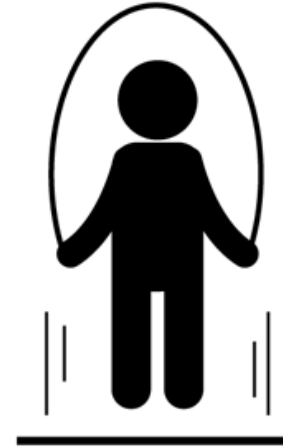
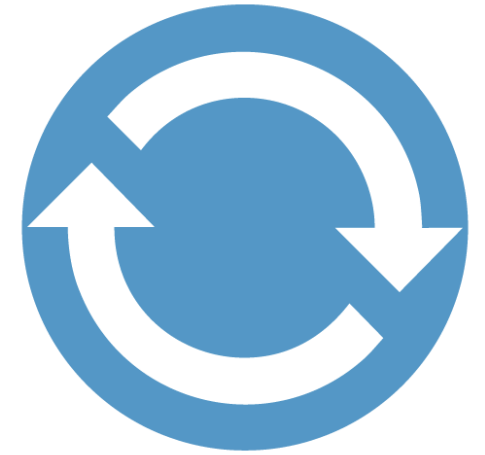


- 1. First...
- 2. Next...
- 3. Then...
- 4. After that...
- 5. Finally...

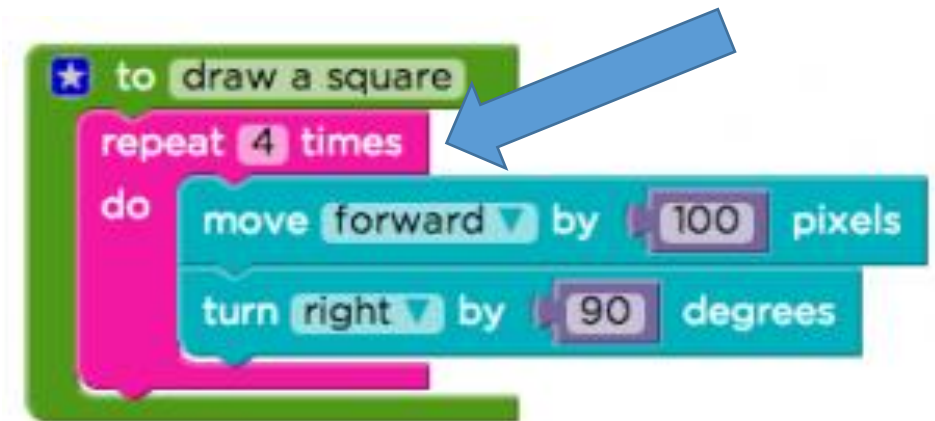
```
set pen size to 5
pen up
hide
set distance to 0
clear
```



LOOP



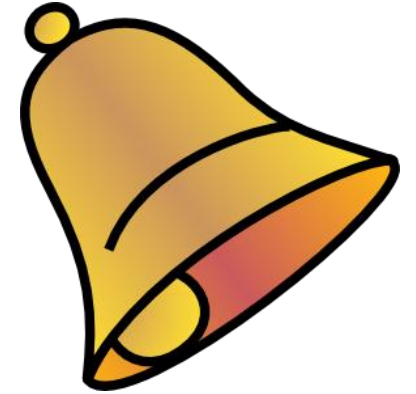
Doing
something
over and
over again



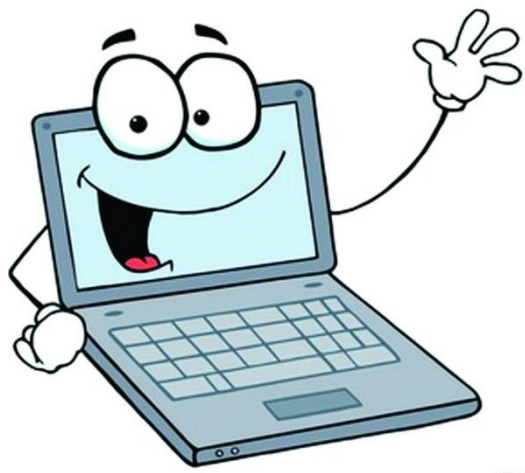


EVENT

An action
that makes
something
else happen

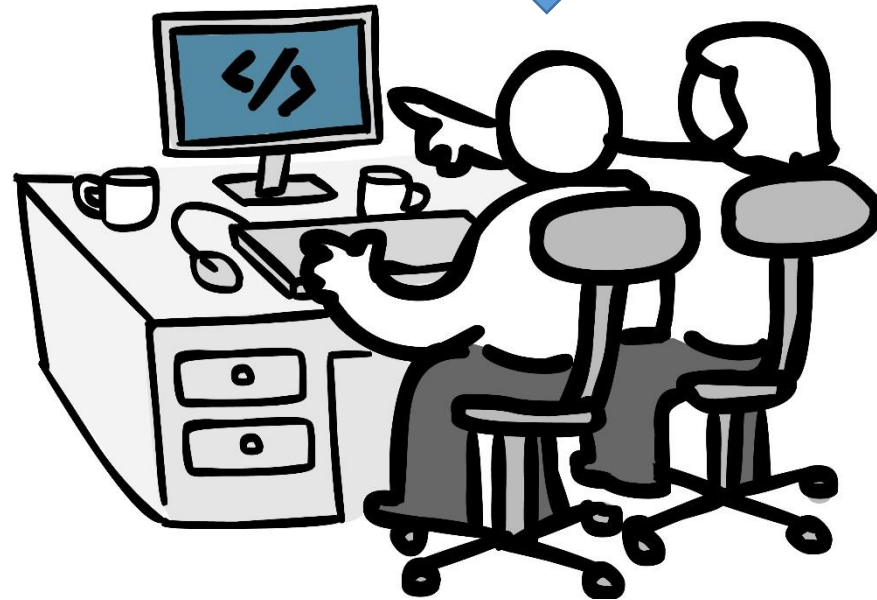
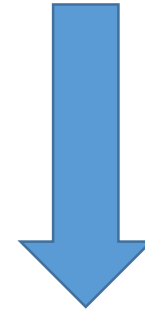


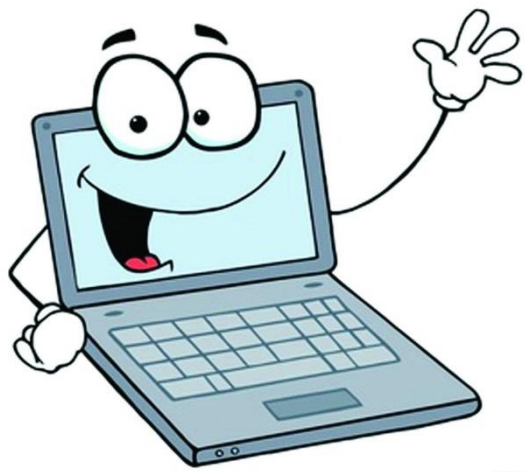
```
when clicked
set pen size to 5
pen up
hide
set distance to 0
clear
```



DRIVER

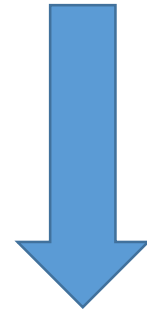
Controls
the actions
of the
computer

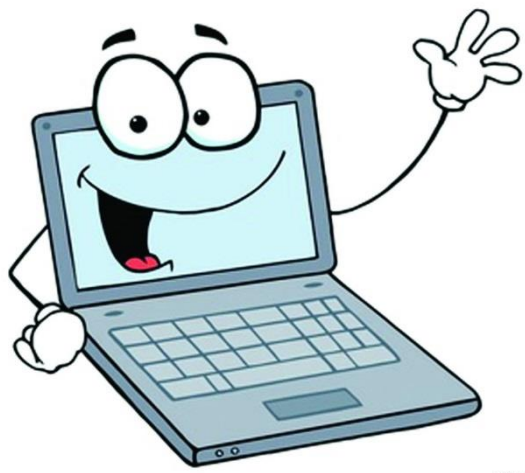




NAVIGATOR

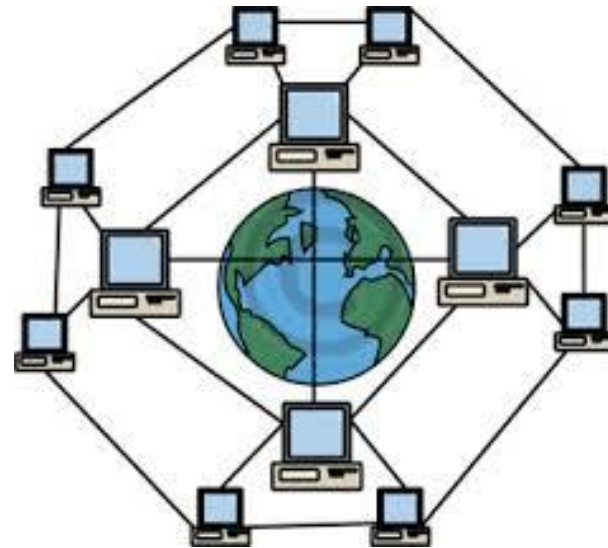
Helps the
driver and
offers
suggestions
and ideas





INTERNET

A group of computers and servers that are connected to each other

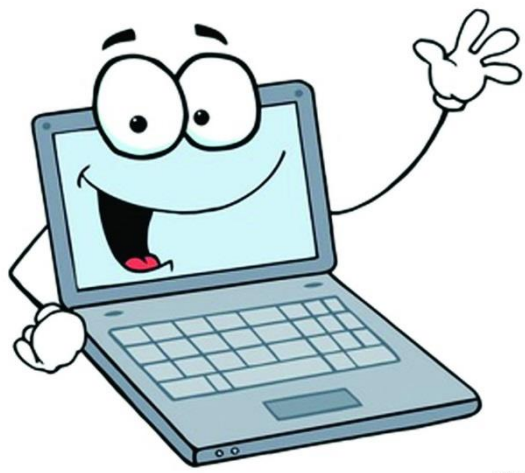




PERSISTENCE

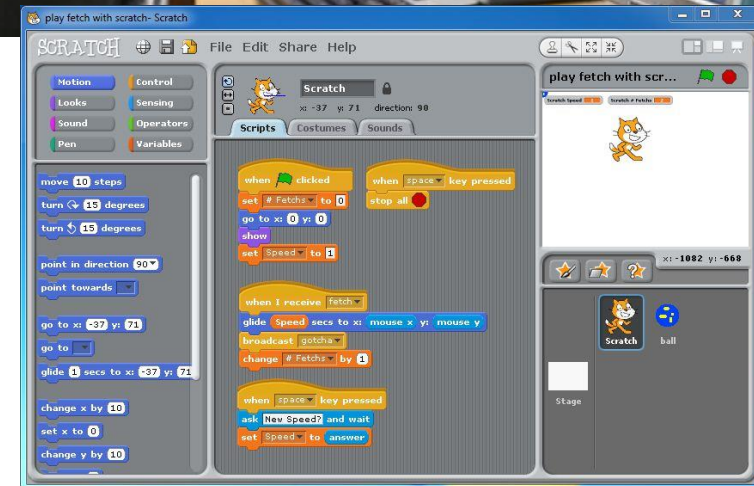
Trying again
and again,
even when
something is
very hard.





PROGRAMMING

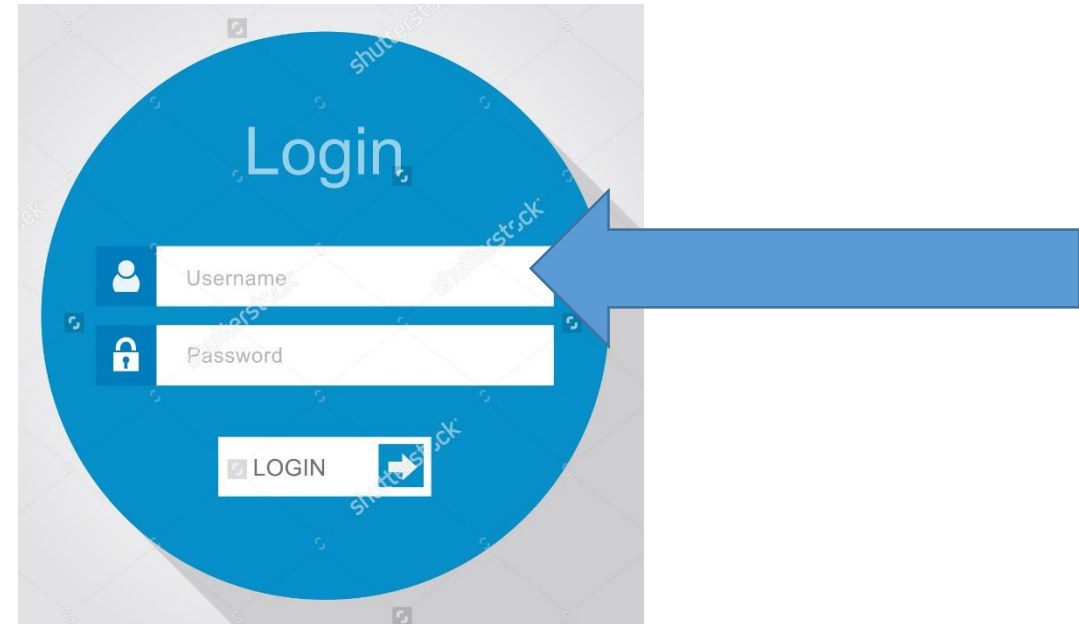
Creating a set of instructions to make a computer do something.

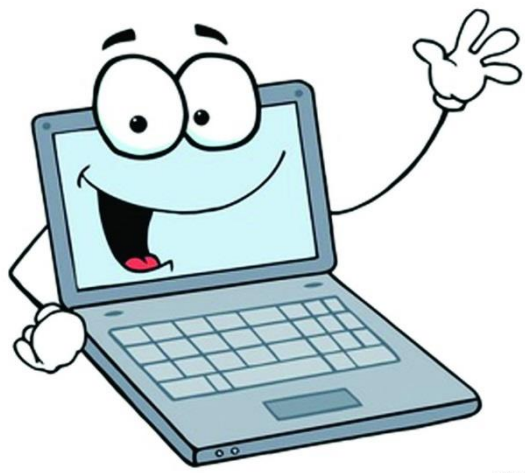




USERNAME

A name, word or picture used to access a computer or online system





COMMAND

Instructions
that tell the
computer
what action
to perform.

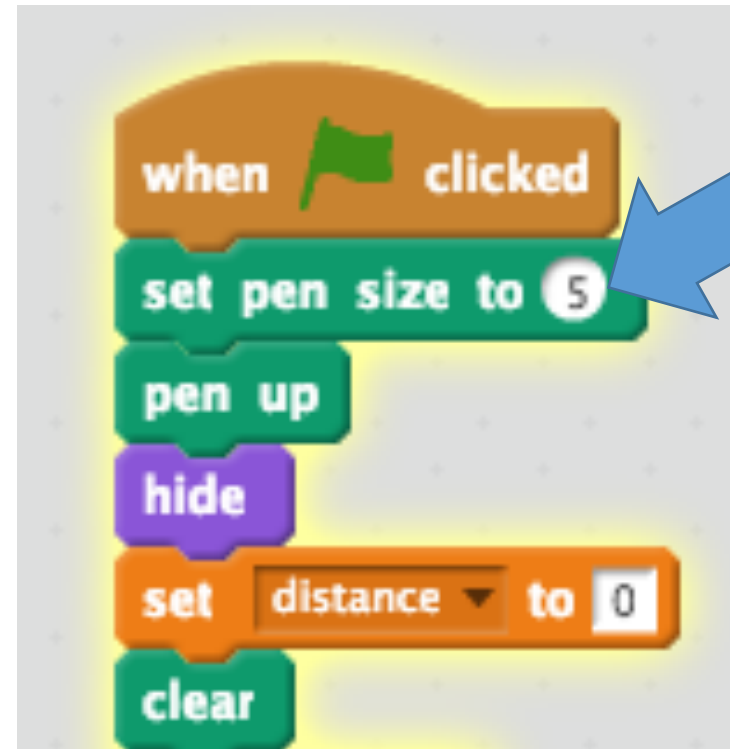


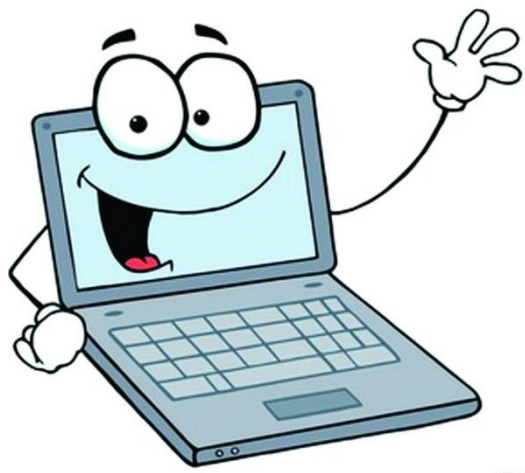
```
when clicked
set pen size to 5
pen up
hide
set distance to 0
clear
```



PARAMETER

Adding more
specific
instructions
to the
command.





EFFICIENT

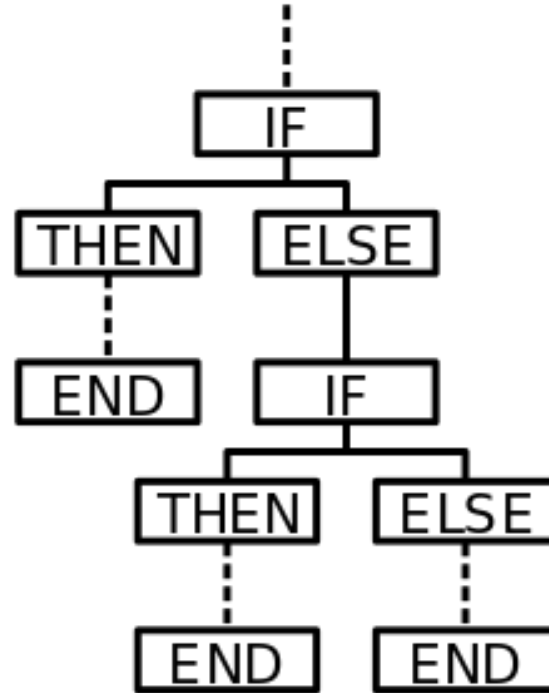
Something
that takes
less time or
less work.





CONDITIONAL

An event that happens only under certain situations





PARALLELISM

When two or more things happen at the same time



```
when clicked
  forever
    switch to costume bat a
    wait 0.2 secs
    switch to costume bat b
    wait 0.2 secs
```

```
when clicked
  forever
    set y to 115
    set x to -177
    repeat until x position > 240
      change x by 15
      wait 0.15 secs
```



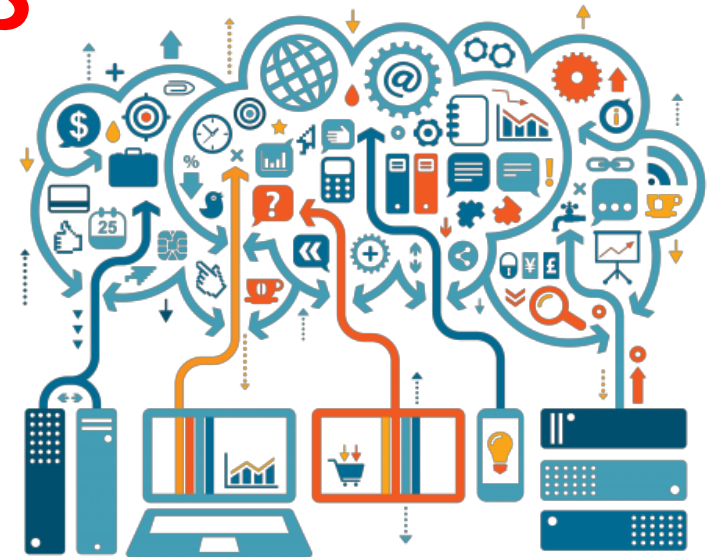
Information
that serves as
the inputs and
outputs of
computers

DATA

Numbers

Pictures

Words



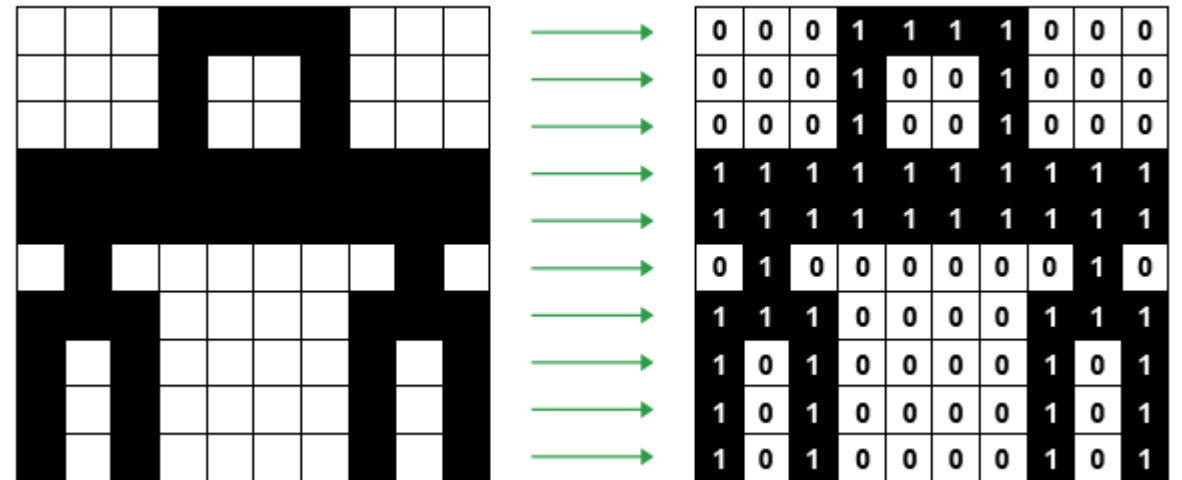


BINARY

Representing
Information
using only two
options

Hello
my name is

01010100 01111001 01110010
01100001 01111001





INPUT

Information
that you
enter into a
computer

Mouse



Keyboard



Joystick



Light Pen



Touch Pad



Microphone



Track Ball



Scanner



Digital Camera





OUTPUT

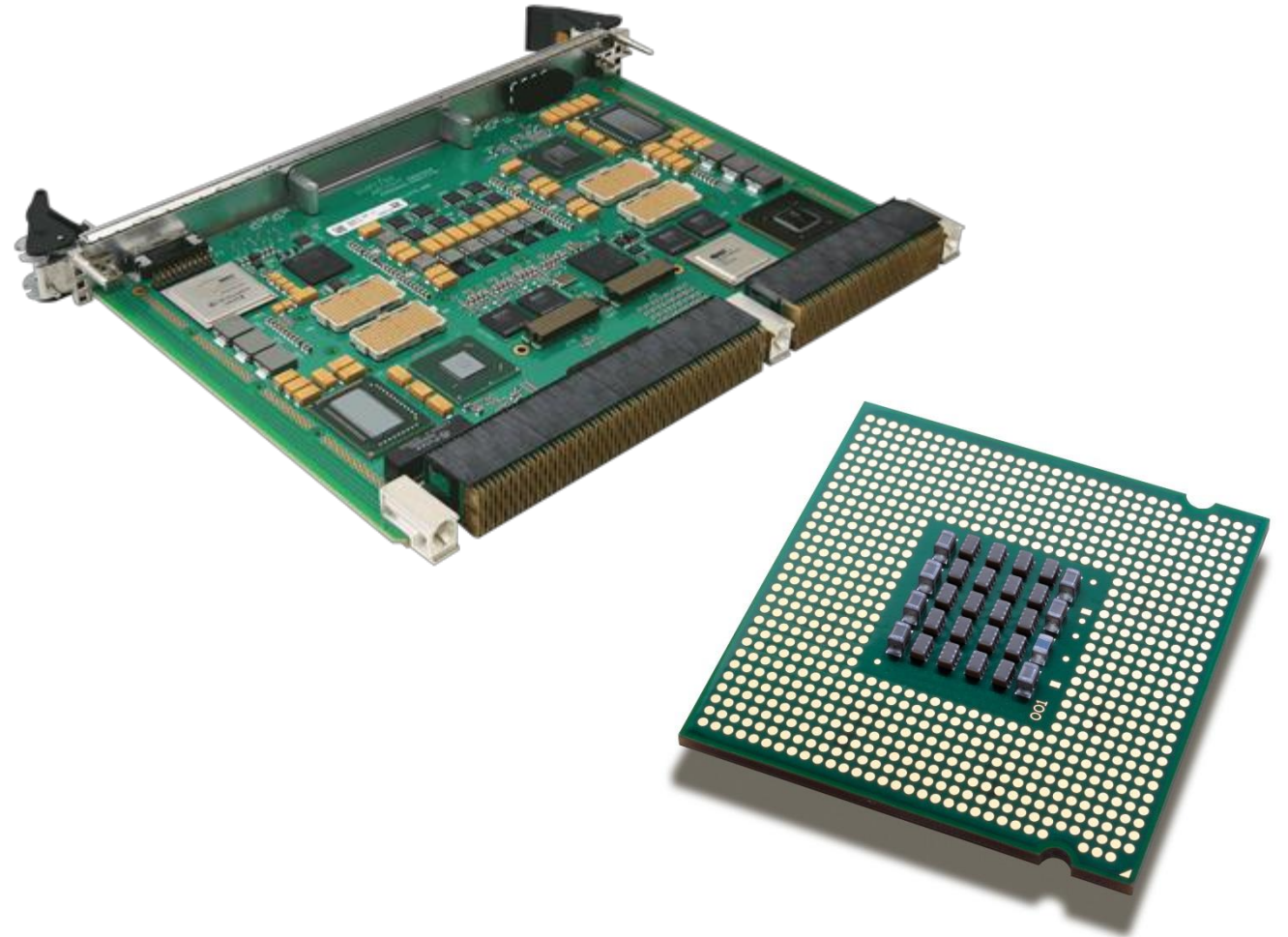
What the
computer
produces





PROCESSOR

The electronic
circuitry that
carries out the
instructions





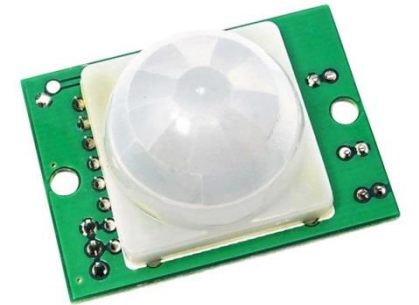
SENSOR

A device which provides input to the computer from an environmental source

Temperature



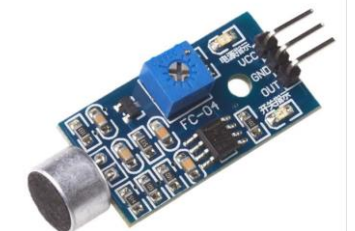
Motion



Light



Audio





STORAGE

A place into
which data can
be entered,
stored and
retrieved





HARDWARE

The parts of the computer that you can see or touch





SOFTWARE

The
instructions
that tell the
computer
what to do





DIGITAL FOOTPRINT

The
information
about
someone on
the internet





IP ADDRESS



A number
assigned to
any item that is
connected to
the internet





SERVER

Computers
that exist only
to provide
things to
others





PEER PROGRAMMING

Working with
a peer in
order to help
solve a
problem





WIFI

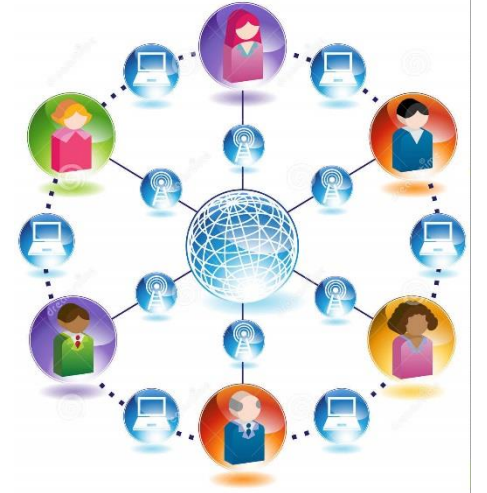


A wireless
method of
sending
information
using radio
waves

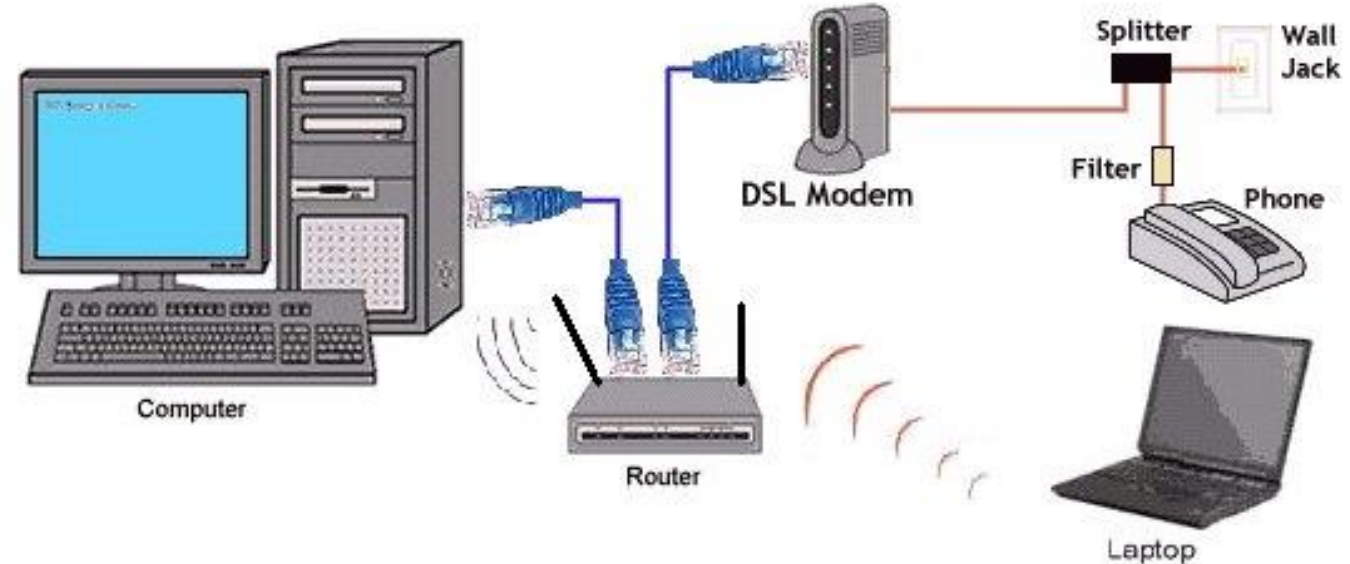




DSL/Cable



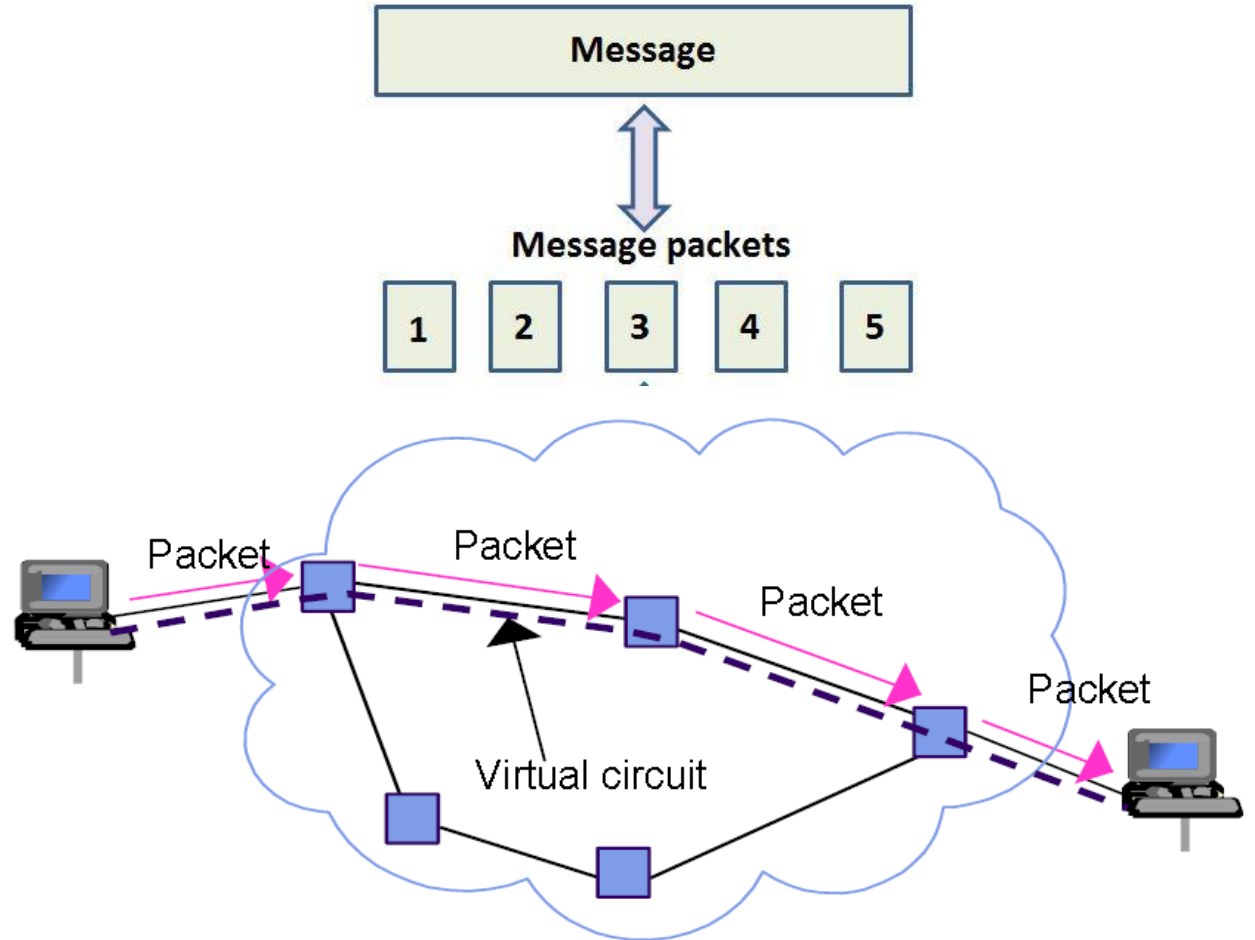
A wireless method
of sending
information using
telephone or
television cables





PACKETS

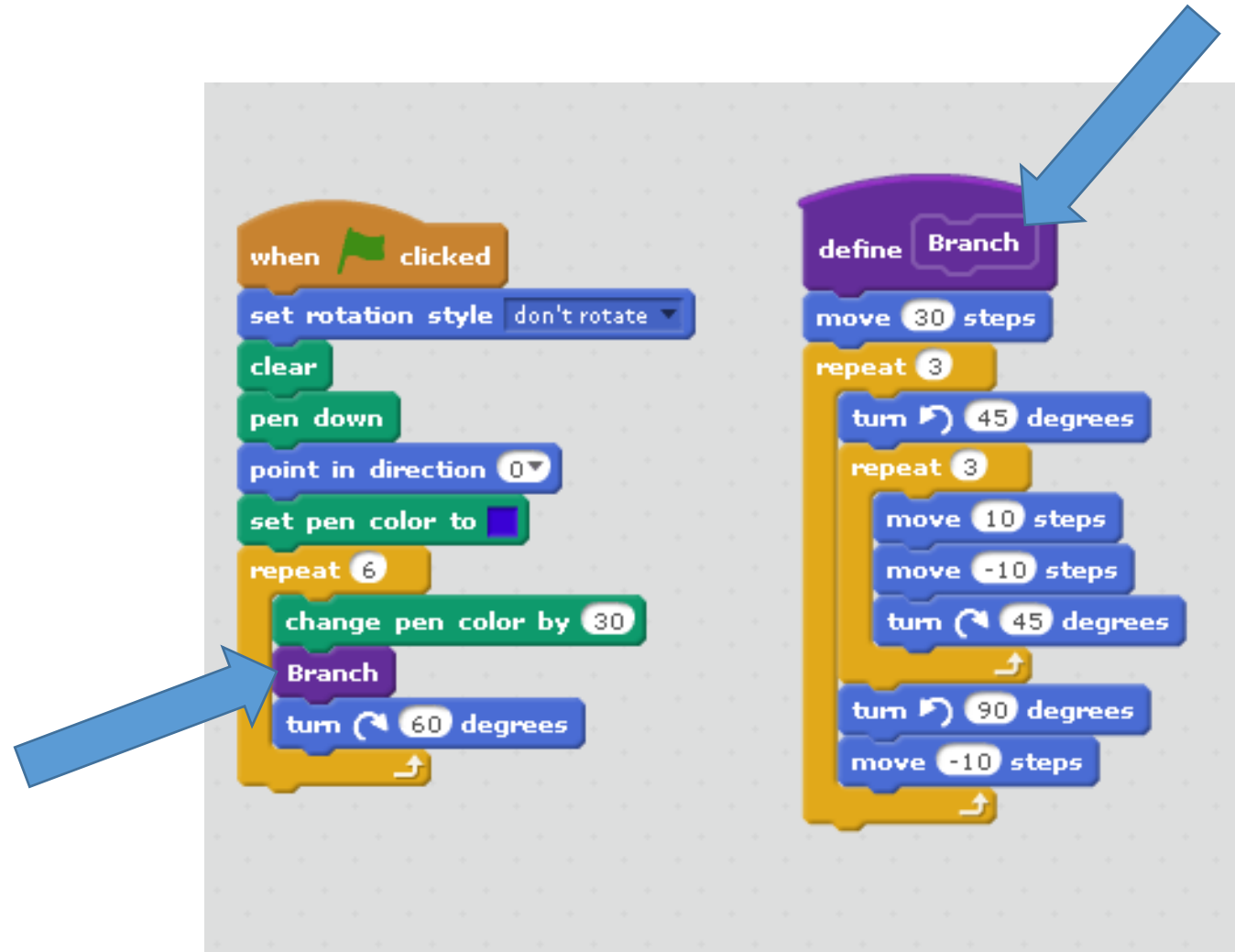
Small chunks of information that have been carefully formed into larger chunks





FUNCTION

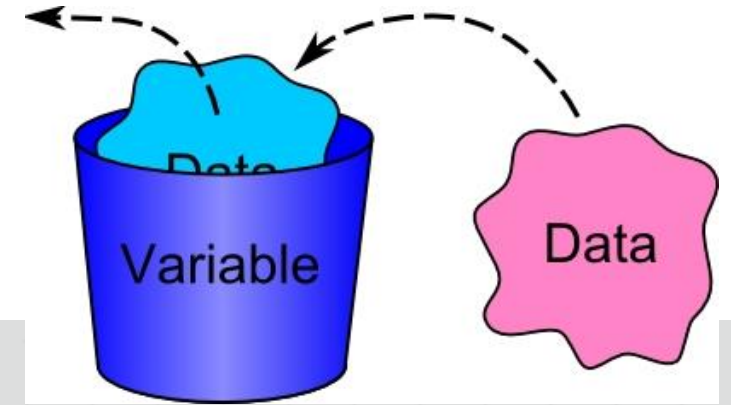
A named piece of code that you can easily call up again and again





VARIABLE

A placeholder
for information
that may
change



```
when green flag clicked
  switch backdrop to beach malibu
  switch costume to costume1
  say Hello! for 1 secs
  ask How much do you weigh on Earth? (Number of pounds) and wait
  set weight on Earth to answer
  set weight on Moon to weight on Earth / 6
  switch backdrop to moon
  say join You weigh this many pounds on the Moon: weight on Moon for 5 secs
```



DIGITAL CITIZEN

Someone who
acts safely,
responsibly
and
respectfully
online



BEFORE You





COMPUTER SCIENCE

Using the
power of
computers to
solve
problems

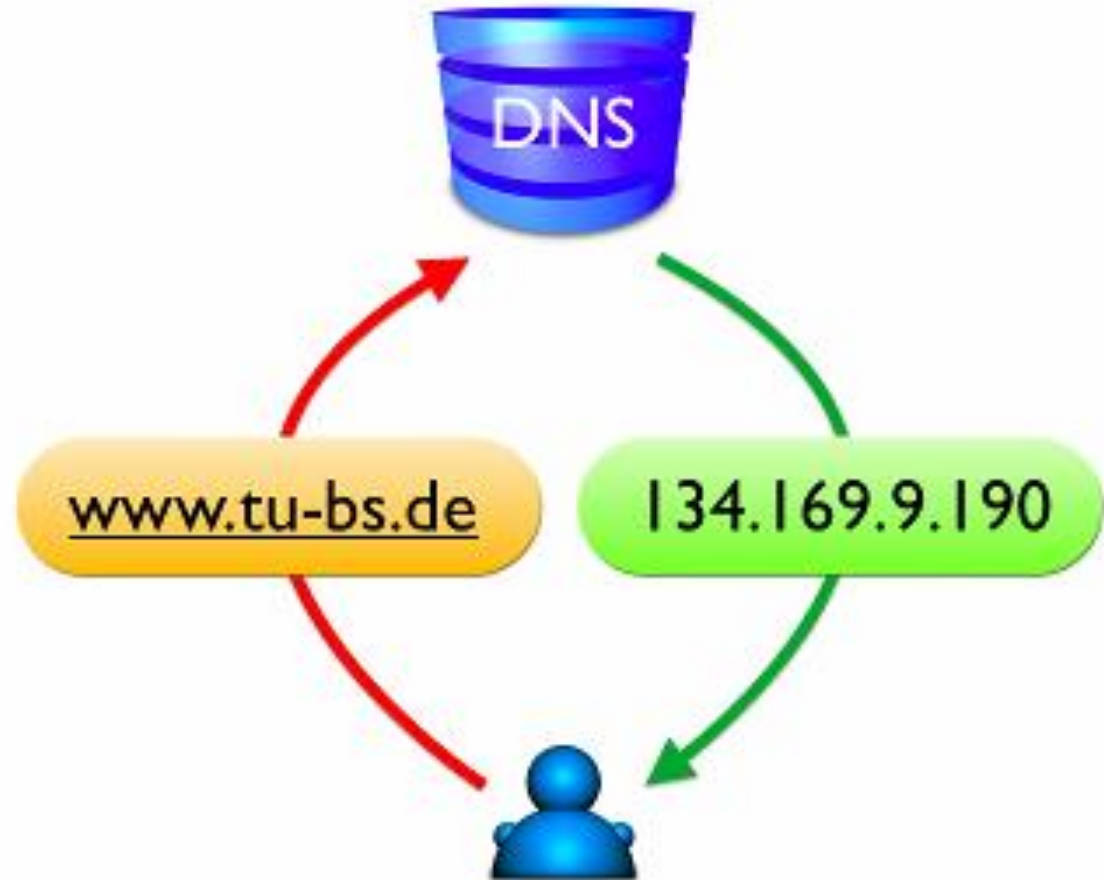




Domain Name Service

The service
that translate
URLs to IP
addresses

DNS





Universal Resource Locator

An easy to
remember
address for
calling a
webpage

URL

