



# 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.