Alaska Computer Science Standards

Vocabulary Word List

Grade 5

This is vocab that is used with the [Code program](https://studio.code.org) (code.org)

**Vocabulary Word Definition**

**Algorithm** A list of steps to finish a task.

**Behavior** An action that a sprite performs continuously until it’s told to stop.

**Binary** A way of representing information using only two options.

**Binary Alphabet** The two options used in your binary code.

**Bug** Part of a program that does not work correctly.

**Click** Press the mouse button

**Code** (v) to write code, or to write instructions for a computer.

**Command** An instruction for the computer. Many commands put together make up algorithms and computer programs.

**Condition** A statement that a program checks to see if it is true or false. If true, an action is taken. Otherwise, the action is ignored.

**Conditionals** Statements that only run under certain conditions.

**Constant** A variable used throughout a program that never changes value

**Copyright** the exclusive legal right to print, publish, perform, film, or record literary, artistic, or musical material, and to authorize others to do the same

**Crowdsourcing** Getting help from a large group of people to finish something faster

**Cyberbully** Using technology tools to deliberately upset someone else.

**Cyberbullying** Doing something on the internet, usually again and again, to make another personal feel angry, sad, or scared.

**Debugging** Finding and fixing problems in an algorithm or program.

**Define** Figure out the details of the problems that you are trying to solve

**Digital Citizen** Someone who acts safely, responsibly, and respectfully online

**Digital Footprint** The collected information about an individual across multiple websites on the Internet.

**DNS** short for Domain Name System, this system translates domain names (like example.com) to IP addresses (like 93.184.216.34)

**Double-Click** Press the mouse button very quickly

**Drag** Click your mouse button and hold as you move the mouse pointer to a new location

**Drop** Release your mouse button to "let go" of an item that you are dragging

**DSL/Cable** A method of sending information using telephone or television cables.

**Event**:An action that causes something to happen.

**Fiber Optic Cable** A connection that uses light to transmit information

**For Loop** Loops that have a predetermined beginning, end, and increment (step interval).

**Function** A named group of programming instructions. Functions are reusable abstractions that reduce the complexity of writing and maintaining programs

**Frustrated**:Feeling annoyed or angry because something is not the way you want it.

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

**IP Address** A number assigned to any item that is connected to the Internet

**Identity Theft** When a thief steals someone’s private information in order to pretend to be that person.

**Loop** The action of doing something over and over again.

**Models and Simulations** a program which replicates or mimics key features of a real world event in order to investigate its behavior without the cost, time, or danger of running an experiment in real life.

**Online** Connected to the internet

**Packets** Small chunks of information that have been carefully formed from larger chunks of information.

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

**Personal Information** Information that can’t be used to identify you

**Private Information** Information that can be used to identify you

**Prepare** Figure out the details of the problems that you are trying to solve

**Program** An algorithm that has been coded into something that can be run by a machine

**Programming** The art of creating a program

**Reflect** Carefully think back on something with the intention of improving the outcome in the future

**Register (Online)** To enter your information in order to sign up and get access to a website.

**Repeat** Do something again

**Sequencing** Putting commands in correct order so computers can read the commands.

**Servers** Computers that exist only to provide things to others

**Sprite** A graphic character on the screen with properties that describe its location, movement, and look.

**Try** Attempt to do something

**Until** A command that tells you to do something only up to the point that something becomes true.

**URL** An easy-to-remember address for calling a web page (like www.code.org)

**Variable** A placeholder for a piece of information that can change.

**While Loop** A loop that continues to repeat while a condition is true.

**Wi-Fi** A wireless method of sending information using radio waves.