Key Stage 2	
Algorithm	An algorithm is a set of instructions that we complete in order to achieve a task. You could write an algorithm to complete mundane tasks such as making a cup of tea or to complete complex tasks such as calculating the odds that a team will win a football match. In computing an algorithm refers to the set of instructions that a computer follows in the order in which they are given.
Coding	Coding is putting information and commands into a program, making it possible for u to create software, apps and websites.
Computational logic / thinking	Computational logic is a term that describes the decision-making progress used in programming and writing algorithms.
Debug	Debugging is checking the code in a computer program to ensure it works, and changing it if it doesn't. When writing a computer program things will often go wrong. When writing a program you have to test and debug your program to ensure that it produces correct results.
Decomposition	Decomposition is the process by which a large, difficult problem can be broken down into a series of smaller, simpler problems, thus making the overall problem easier to solve.
Hardware	Hardware is the physical part of a computer, which uses electrical signals to complete the calculations needed to make software run. Examples of hardware are the computer circuit board, memory, processor and/or other equipment related to a computer, such as printers, monitors and keyboards.
Input	Information that goes into the computer.
Network	Computers linked within a building or area.
Output	Information that comes out of the computer.
Search Engine	programs that search an index of the world wide web for keywords and display the results in order.
Software	Software is created using a programming language and is the non-physical part of a computer. Software can be written once and sold multiple times, for instance Microsoft doesn't have to rebuild Microsoft Word every time they have a new customer, they just make a copy of the files they already have.
System (Operating System)	The Operating System sits between the software and hardware and acts as a translator. It tells the hardware when to run calculations and passes the answers back to the software so that it can decide what calculations to run next.