Technology Glossary and Resource Links

A

Acceptable Use Policy - a policy set up by the Administrators and Board of Education that notify students and parents about the technology needs and safety concerns of the school district

Algorithm - a process or set of rules to be followed in calculations or other problem-solving operations, especially by a computer

B

Blog – a shared on-line journal where people can post daily entries about their personal experiences and hobbies

Boolean Logic - A type of search allowing users to combine keywords with operators such as AND, NOT and OR to further produce more relevant result

C

Controversial issue - For example, global warming, scarcity of water, alternative energy sources, election campaigns (NJCCCS 2009)

CD/DVD ROM - a disk that is used with a computer where a large amount of information can be stored and accessed

Cell - A cell is the "box" where a column and a row intersect, in a spreadsheet

Central processing unit - the "brain" of the computer and is also known as the processor

Chat - communicating online with others in real time.

Code - A system of symbols or signals used to communicate electronically, i.e., computer code. *<Programmers use **code** when creating software applications.>*

Column – a vertical row or list

Copyright - a document giving exclusive right to publish and sell literary, musical or artistic work

Current and emerging technology resources: For example, cell phones, GPS, online communities using wikis, blogs, vlogs, and/or Nings (NJCCCS 2009)

Cursor - the pointer (usually arrow or blinking line) on the computer screen that tells you where the next character will go; the cursor is controlled by the mouse

Cyber-bullying – the act of intimidating and threatening another person while using a computer or IT devices; typically more than one occurrence

D

Data - facts and statistics collected together for reference or analysis

Database - an electronic list of information that can be sorted and/or searched

Data-collection technology: For example, probes, handheld devices, and geographic mapping systems (NJCCCS 2009)

Digital learning game: For example, Alice, Lively (NJCCCS 2009)

Debug - identify and remove errors from computer hardware or software

Desktop - The background behind all your windows

Developmentally appropriate: Students' developmental levels prescribe the learning environment and activities that are used (NJCCCS 2009)

Digital storytelling - the publication or creation of a story (video, slide show, storybook or short story) using available digital tools and software

Digital tools for grade 2: For example, computers, digital cameras, software (NJCCCS 2009)

Digital tools for grades 4, 8, and 12: For example, computers, digital cameras, probing devices, software, cell phones, GPS, online communities, VOIP, and virtual conferences (NJCCCS 2009)

E

Edit – Cut or eliminate

Electronic authoring tools: Software that facilitates online book development (e.g., multimedia electronic book) (NJCCCS 2009)

Event - An occurence that is significant to a program, and which may call for a response from the program

F

Field – used in a database, a field holds exactly one type of information about an item or subject

Formula - does calculations with the numbers in spreadsheet cells

H

Hard Drive - a device for storing information in a fixed location within your computer

Hardware - parts of a computer system that you can touch
(Examples of hardware are keyboards, mouse, printers, monitors)

Headphones – a headset designed for use with a computer

I

Icon - symbols or illustrations on the desktop or computer screen that indicate program files, documents, or other functions

Intellectual property law - the rules for securing and enforcing legal rights to inventions, designs, and artistic works

Internet - millions of computers around the world connected to each other.

K

Keyboard - the row or set of keys used to enter information on a computer

L

Login - when a user enters their username and password; this information identifies the user of the computer

M

Mapping tools: For example, Google earth, Yahoo maps, and Google maps (NJCCCS 2009)

Maximize – to make a computer window as big or large as possible

Media-rich: Multiple forms of digital applications in one product (e.g., graphic design, word processing, and spreadsheet) (NJCCCS 2009)

Memory - a vital part of the way computers and many electronic devices function

**Microphone** – an instrument capable of recording sound

Microprocessor - the chip which is the brains of the computer; the processor is the most important part of a computer; also known as the CPU (Central Processing Unit); processors have their name because they process data and instructions

Minimize - to make a computer window as small as possible without actually closing the window

Monitor - a display screen used to show data from a computer

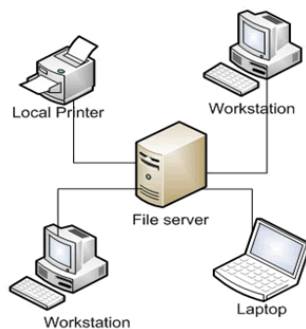**Mouse** - a hand-operated device that controls the cursor on your computer screen
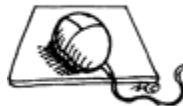
Multimedia – any combination of two or more of the following elements: text, image, sound, speech, or video on a computer

Multimedia presentation: For example, movie, podcast, vlog (NJCCCS 2009)

N

Network - a number of computers connected together to share information and hardware

O

Online discussion: UNICEF, Oracle, i-Earn, blogs, wikis (NJCCCS 2009)

Online learning community: For example, i-Earn, Ning, blogs, wikis, Second Life (NJCCCS 2009)

Open file - a file that has been made available by the operating system for reading and/or writing; all files must be "opened" before they can be used

Operations and related applications: For example, saving a word processing file to a network drive, printing a spreadsheet (NJCCCS 2009)

P

Presentation software - a computer software program used to display information, normally in the form of a slide show
(Examples: PowerPoint)

Printer - A machine that prints text or graphics on paper

Program - a sequence of instructions written to perform a specified task for a computer

Publishing – to put into print

R

RAM – Random Access Memory is the working memory of the computer. RAM is the memory used for storing data temporarily while working on it and running application programs

Reverse engineer: To isolate the components of a completed system (NJCCCS 2009)

ROM – Read Only Memory is memory that can be read buy not changed. Data is placed in ROM only once and stays there permanently

Row – a series of objects placed next to each other, usually in a straight line

Rubrics - This page includes support materials for assessments that work with the Common Core State Standards and rubrics for many different assessment products. It also contains some information on the creation of rubrics and assessment in general.

S

Scroll bar – a horizontal or vertical bar along the edge of a window used to bring different parts of a document into view

Scroll bar

Server - a computer or program that supplies data to other machines on a network

Shared hosted services: For example, podcasts, videos, or vlogs (NJCCCS 2009)

Shortcuts – an icon that points to a program or data file

Software - the programs used with a computer

Software piracy - illegal copying and using of software without the permission of the owner or payment

Spreadsheet - a document which helps you organize data into rows and columns

Storage – see **memory**

Storage device – a device used for storing information from a computer

T

Task bar - the bar that spans the bottom of the screen and contains the Start button on the left side and the current time on the far right side

Technologies: Medical, agricultural, and related biotechnologies, energy and power technologies, information and communications technologies, transportation technologies, manufacturing technologies, and construction technologies (NJCCCS 2009)

V

Video Programming Language

In computing, a visual programming language (VPL) is any programming language that lets users create programs by manipulating program elements graphically. A VPL allows programming with visual expressions, spatial arrangements of text and graphic symbols.

The following are instructional resources to support Video Programming Language:

TouchDevelop	cross platform programming environment developed at Microsoft Research
AgentSheets	easy to use game authoring and computational science authoring tool
Flowgorithm	creates executable flowcharts which can be converted to several languages
Hopscotch	visual programming language for mobile touchscreen devices (iPad app available)
Open Roberta	online programming environment designed for kids
Raptor	creates executable flowcharts
Scratch	product of MIT designed for kids in K-12 and after school programs
Snap!	extension of Scratch with first class procedures and lists which is used for teaching by UC Berkeley
Stagecast Creator	formerly Apple's Cocoa: Internet Authoring for Kids
StarLogo	an agent-based simulation language
ToonTalk	programming system for children
Visual Logic	creates executable flowcharts

Virtual environments: For example, games, simulations, websites, blogs (NJCCCS 2009)

W

Web-based publication: For example, web pages, wikis, blogs, ezines (NJCCCS 2009)

Word processor - the software used to produce documents, such as letters, posters, reports (Microsoft WORD)