

Unit 1 Vocabulary Key

Computing Innovation	An innovation that uses a program as an integral part of its function.
Intended purpose	The intended purpose is the “why” of an innovation. Why does it exist? What is it supposed to do?
Harmful effect	A harmful (bad) side effect of using the innovation as it was intended.
Beneficial effect	A beneficial (good) side effect of using the innovation as it was intended.
Global impact	An effect that has changed a larger group, such as an economy, a culture or a society.
Digital artifact	A product created by using digital tools.
Digital Millennium Copyright Act (DMCA)	The DMCA is an act signed into US law in 1998 that creates penalties for the distribution of copyrighted material online and makes it illegal to circumvent anti-copy protections on forms of digital media such as CDs or DVDs.
Copyright	The legal right of the owner of intellectual property to reproduce the work and to authorize others to reproduce the work.
Creative Commons	Creative Commons (CC) is an internationally active non-profit organisation that provides free licences for creators to use when making their work available to the public. These licences help the creator to give permission for others to use the work in advance under certain conditions.
Plagiarism	The act of taking someone else’s work and passing it off as one’s own.
Computing tools	Software and applications
Credibility of source(s)	Determining if a source is free from bias and backed up with evidence.
Digital collaboration	Using technology to find, share and create with team members who may or may not be physically present in the same location.
Software Development Life Cycle (SDLC)	The process of defining, investigating, designing, testing and implementing a software application.
Agile development	An iterative style of SDLC where requirements and solutions evolve through collaboration between self-organizing cross-functional teams.
Iterative	Repeating, cyclical

Incremental	Breaking large tasks into smaller, more manageable steps
Sprint	A short time period to complete a set amount of tasks
Project manager	A person who is in overall charge of the planning and execution of a project.
Computational thinking	The process of taking a large problem and decomposing it into smaller, manageable components.