# Tech Vocabulary List for Scottish Classroom Teachers

## 1. Basic Computing Concepts

[Hardware](https://en.wikipedia.org/wiki/Computer_hardware) - The physical components of a computer system or device.

[Software](https://en.wikipedia.org/wiki/Software) Programs and applications that run on computing devices.

[Operating System (OS)](https://en.wikipedia.org/wiki/Operating_system) Core software that manages hardware and provides services for computer programs.

[CPU](https://en.wikipedia.org/wiki/Central_processing_unit) Central Processing Unit; the "brain" of a computer that executes instructions.

[RAM](https://en.wikipedia.org/wiki/Random-access_memory) Random Access Memory; temporary storage for data and programs currently in use.

[SSD](https://en.wikipedia.org/wiki/Solid-state_drive) Solid State Drive; a faster, more modern storage device compared to traditional hard drives.

[Peripherals](https://en.wikipedia.org/wiki/Peripheral) External devices that connect to a computer, such as keyboards, mice, and monitors.

## 2. Internet and Connectivity

[Wi-Fi 6](https://en.wikipedia.org/wiki/Wi-Fi_6) The latest standard in wireless networking, offering faster speeds and better performance.

[5G](https://en.wikipedia.org/wiki/5G) The fifth generation of cellular network technology, providing faster mobile internet.

[VPN](https://en.wikipedia.org/wiki/Virtual_private_network) Virtual Private Network; enhances online privacy and security.

[Cloud computing](https://en.wikipedia.org/wiki/Cloud_computing) The delivery of computing services over the internet.

[DNS](https://en.wikipedia.org/wiki/Domain_Name_System) Domain Name System; translates human-readable domain names to IP addresses.

[Web browser](https://en.wikipedia.org/wiki/Web_browser) Software for accessing and navigating the World Wide Web ie Chrome or Safari.

[Search engine](https://en.wikipedia.org/wiki/Web_search_engine) A system for finding information on the World Wide Web ie Google.

## 3. Educational Technology

[Learning Management System (LMS)](https://en.wikipedia.org/wiki/Learning_management_system) Software for administering, tracking, and delivering educational courses.

[Glow](https://en.wikipedia.org/wiki/Glow_(Scottish_Schools_National_Intranet)) Scotland's nationally available digital learning platform for education.

[Digital portfolio](https://en.wikipedia.org/wiki/Electronic_portfolio) An online collection of a student's work and achievements.

[Digital literacy](https://en.wikipedia.org/wiki/Digital_literacy) The ability to use, create, and critically evaluate digital technologies.

[Adaptive learning](https://en.wikipedia.org/wiki/Adaptive_learning) Educational technology that adjusts to a student's learning needs.

[Gamification of learning](https://en.wikipedia.org/wiki/Gamification_of_learning) The application of game-design elements in educational contexts.

## 4. Mobile and Portable Technology

[Tablet computer](https://en.wikipedia.org/wiki/Tablet_computer) A portable touchscreen computer, often used in educational settings.

[Smartphone](https://en.wikipedia.org/wiki/Smartphone) A mobile phone with advanced computing capabilities.

[Mobile app](https://en.wikipedia.org/wiki/Mobile_app) A software application, typically for mobile devices.

[Mobile learning](https://en.wikipedia.org/wiki/Mobile_learning) Education via personal mobile devices.

[Wearable technology](https://en.wikipedia.org/wiki/Wearable_technology) Smart electronic devices that can be worn on the body.

## 5. Coding and Computer Science

[Algorithm](https://en.wikipedia.org/wiki/Algorithm) A step-by-step procedure for solving a problem or accomplishing a task.

[Scratch](https://en.wikipedia.org/wiki/Scratch_(programming_language)) A block-based visual programming language designed for young learners.

[Python](https://en.wikipedia.org/wiki/Python_(programming_language)) A popular, versatile programming language often used in education.

[HTML](https://en.wikipedia.org/wiki/HTML) and [CSS](https://en.wikipedia.org/wiki/CSS) Markup and styling languages used for creating web pages.

[Computational thinking](https://en.wikipedia.org/wiki/Computational_thinking) A problem-solving approach that uses computer science techniques.

[Machine learning](https://en.wikipedia.org/wiki/Machine_learning) A subset of AI that enables systems to learn and improve from experience.

## 6. Digital Citizenship and Safety

[Cybersecurity](https://en.wikipedia.org/wiki/Computer_security) Protecting systems, networks, and programs from digital attacks.

[Digital footprint](https://en.wikipedia.org/wiki/Digital_footprint) The trail of data created by a person's online activity.

[Information privacy](https://en.wikipedia.org/wiki/Information_privacy) The protection of personal data from unauthorized access or use.

[Digital etiquette](https://en.wikipedia.org/wiki/Etiquette_in_technology) The standard of conduct expected in online communication.

[Intellectual property](https://en.wikipedia.org/wiki/Intellectual_property) Legal rights that protect creations of the mind, including copyright.

[Fact-checking](https://en.wikipedia.org/wiki/Fact-checking) The process of verifying information to determine its accuracy.

## 7. Multimedia and Content Creation

[Digital storytelling](https://en.wikipedia.org/wiki/Digital_storytelling) Using digital tools to create narrative content.

[Podcast](https://en.wikipedia.org/wiki/Podcast) Creating and distributing audio content via the internet.

[Video production](https://en.wikipedia.org/wiki/Video_production) The process of creating video content, from planning to editing.

[Graphic design](https://en.wikipedia.org/wiki/Graphic_design) Visual communication through the use of typography, photography, and illustration.

[3D modeling](https://en.wikipedia.org/wiki/3D_modeling) Creating three-dimensional representations of objects in software.

[Infographic](https://en.wikipedia.org/wiki/Infographic) Visual representations of information or data.

## 8. Emerging Technologies

[Artificial intelligence](https://en.wikipedia.org/wiki/Artificial_intelligence) Computer systems that can perform tasks that typically require human intelligence.

[Virtual reality](https://en.wikipedia.org/wiki/Virtual_reality) Computer-generated simulation of a three-dimensional environment.

[Augmented reality](https://en.wikipedia.org/wiki/Augmented_reality) An enhanced version of reality created by overlaying digital information on an image of something.

[3D printing](https://en.wikipedia.org/wiki/3D_printing) Creating three-dimensional objects from a digital file.

[Internet of Things](https://en.wikipedia.org/wiki/Internet_of_things) Network of interconnected devices that collect and exchange data.

[Blockchain](https://en.wikipedia.org/wiki/Blockchain) A system of recording information in a way that makes it difficult to change, hack, or cheat.

## 9. Assistive Technology

[Speech synthesis](https://en.wikipedia.org/wiki/Speech_synthesis) Technology that converts digital text into spoken voice.

[Speech recognition](https://en.wikipedia.org/wiki/Speech_recognition) Technology that converts spoken words to machine-readable input.

[Screen reader](https://en.wikipedia.org/wiki/Screen_reader) Software that interprets on-screen content for visually impaired users.

[Assistive technology](https://en.wikipedia.org/wiki/Assistive_technology) Modified input methods for users with physical disabilities.

[Closed captioning](https://en.wikipedia.org/wiki/Closed_captioning) Text version of spoken content in videos, beneficial for hearing impaired.

## 10. Data and Information Management

[Data analysis](https://en.wikipedia.org/wiki/Data_analysis) The process of examining data sets to draw conclusions about the information they contain.

[Database](https://en.wikipedia.org/wiki/Database) The organization and manipulation of structured information.

[Data visualization](https://en.wikipedia.org/wiki/Data_visualization) The graphical representation of information and data.

[Educational assessment](https://en.wikipedia.org/wiki/Educational_assessment) Using technology to design, deliver, and evaluate student assessments.

[Learning analytics](https://en.wikipedia.org/wiki/Learning_analytics) The measurement and analysis of data about learners to optimize learning.

[Big data](https://en.wikipedia.org/wiki/Big_data) Extremely large data sets that may be analysed to reveal patterns and trends.