# 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_%28Scottish_Schools_National_Intranet%29) 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_%28programming_language%29) A block-based visual programming language designed for young learners.

 [Python](https://en.wikipedia.org/wiki/Python_%28programming_language%29) 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.