

# Computer Science Definitions

**Computational Thinking:** A way of solving problems, designing systems, and understanding human behavior that draws on concepts fundamental to computer science. Defining characteristics of computational thinking include comprehension of algorithms as well as decomposition, pattern recognition, and data representation.

**Computing Education:** The study of computer science or related activities. Includes the act of scripting, coding, web development, or computer programming. Does NOT include uses of computer technology to solve problems (i.e. multimedia development, desktop publishing, etc.).

**Computer Literacy:** Level of familiarity with hardware, software, and internet concepts that allow one to use a computer and its programs. Examples include performing an internet search, creating a digital presentation, and communicating electronically.

**Computer Science:** Computer Science is the study of computing principles, design, and applications (hardware and software); the creation, access, and use of information through algorithms and problem solving, and the impact of computing on society.

**Digital Citizenship:** Refers to the continuously developing normalities of appropriate, responsible, and empowered use of technology such as choosing an appropriate password and keeping it secure.

**Educational Technology:** The study and ethical practice of facilitating learning and improving performance by creating, using, and managing appropriate technological processes and resources. Educational technology is the process of integrating technology into education in a way that promotes a more diverse learning environment and a way for students to learn how to use technology as well as their common assignments.

**Keyboarding:** The skill of proficient and accurate digital input by means of a keyboard. This includes understanding the keyboard layout and its functions.

