

## VOCABULARY SLIP

# Topic 1.1: Collaboration

## Vocabulary Slip — Topic 1.1

Keep this slip in your notebook. Use it during the Worksheet, MCQs, and Mini-FRQ.

| Term                        | Definition                                                                                                        |
|-----------------------------|-------------------------------------------------------------------------------------------------------------------|
| <b>Computing innovation</b> | Something that includes a program as a core part of how it works; can be physical, software, or a concept.        |
| <b>Collaboration</b>        | People working together toward a shared goal, combining their different talents and perspectives.                 |
| <b>Diverse perspectives</b> | A mix of backgrounds, experiences, and viewpoints on a team that helps a product serve more kinds of users.       |
| <b>Bias (in design)</b>     | When a product works well for some people but poorly for others because a perspective was left out during design. |
| <b>Pair programming</b>     | A model where two people share one computer to write code together, taking turns in two roles.                    |
| <b>Driver</b>               | The pair-programming partner who types the code and controls the editor.                                          |
| <b>Navigator</b>            | The pair-programming partner who reviews each line, watches for mistakes, and keeps the plan in mind.             |
| <b>Consensus building</b>   | Working toward a decision the whole team can support, even if it was no one's first choice.                       |
| <b>Conflict resolution</b>  | Handling a disagreement as a shared problem to solve rather than a fight to win.                                  |
| <b>Negotiation</b>          | Trading and compromising so each person gives a little and the team can move forward.                             |