

Computing

Systems and networks: Journey inside a computer

Swallows Class SpringTerm 3



Vocabulary

Algorithm	A sequence of instructions when followed, solves a problem.
Computer programme	A series of instructions, that are written for a computer to follow, using inputs and outputs to produce an outcome. Also known as software or applications (apps).
CPU	Central Processing Unit. The brain of a computer that deals with all the data it receives from input and output devices, as well as programs run within the computer.
Data	Information used for a specific purpose or investigation.
Desktop	A tower computer that needs a mouse, keyboard and monitor, that remains in one place.
GPU	It is a piece of hardware that is used to help generate 2D and 3D images for programs such as games.
Hard disk drive HDD	An internal or external device that can store information such as files, documents, images and programs.
Instructions	A series of steps that need to be performed in order.
QR code	Quick Response code. It is presented in a similar way to a bar code and when scanned, takes you to a specific website or provides information.
RAM	A piece of hardware that allows data to be recalled or stored within a computer.
ROM	Read Only Memory. Information stored within ROM can only be read and not edited.
Tablet device	A handheld computer that consists of a touchscreen, operating system and a rechargeable battery.

This unit helps children recognise inputs and outputs and that the computer sends and receives information. Children will be able to explain that the parts of a laptop work together and the purpose of each part. They will also be able to explain what an algorithm is. And suggest what memory is for inside a computer. Children will make comparisons between different types of computer.

Computer parts inside of a laptop:

