



CAROLINE HASLETT KNOWLEDGE ORGANISER

COMPUTING YEAR 4 AUTUMN 1 WHAT IS A DIGITAL DEVICE?

VOCABULARY

Battery	A cell or connected group of cells that store electrical energy to power wireless devices.
Buttons	Switches that you can press to control a device.
Computer	Electronic machine that accepts and processes information to produce an output, and then stores the results.
Desktop	A tower computer that needs a mouse, keyboard and monitor, that stays in one place.
Device	Equipment created for a certain purpose or job.
Electricity	A type of energy, that is usually invisible, that can be made or stored and used to make devices work.
Input	A way of telling the computer what you want it to do.
Invention	A new device or process which solves a problem.
Keyboard	An input device made up of buttons that create letters, numbers, and symbols, as well as perform other functions.
Laptop	A compact computer that is easy to carry and move around.
Monitor	An output device, which shows what is happening on the computer for example videos, images and text.
Mouse	A handheld device that is used to move things around on the computer screen.
Output	Information or data that is sent by the computer to an output device such as a printer or speakers.
Technology	Using scientific knowledge to help us to create new devices or tools.
Wire	A long, thin and flexible piece of metal protected by a plastic coating. Electrical wire is used to carry electricity.



SKILLS

Understand what information technology is.

Discuss information technology at home and at school.

Discuss information technology at home and at school.

Discuss what might be inside devices e.g. a microphone/camera inside a mobile phone



KEY FACTS

Computers in a range of forms outside of school e.g. traffic lights, dvd players, microwaves
People interact with computers.

Computers have no intelligence and that computers can do nothing unless a program is run.
All software executed on digital devices is programmed.

These items all use technology.

