

Y2 – Computer systems and networks

Computer systems and networks - key language

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| Battery | A cell that stores electrical energy to power a device. |
| Buttons | Switches that control a device. |
| Computer | A machine that processes information and then produces an output. |
| Desktop | A tower computer that needs a keyboard, mouse and monitor. |
| Device | A piece of equipment for a particular purpose. |
| Electricity | A type of energy. |
| Input | A way of passing information into a computer. |
| Laptop | A portable computer that is small enough to carry. |
| Output | A way of passing information out from a computer in some form e.g. visual, sound, vibration. |
| Keyboard | A device to pass information into a computer with keys of letters, number and symbols. |
| Mouse | An input device to control an onscreen cursor. |

Key outcomes

To know parts of a computer and what they do.

To understand that buttons cause effects.

To know that technology follows strict instructions.

To recognise different forms of technology.

To know the role computers play in their world.

To know how to use word processing skills

Parts of a computer

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| Monitor | Keyboard |
| Computer (Tower) | Speakers |
| Keyboard | Mouse |

