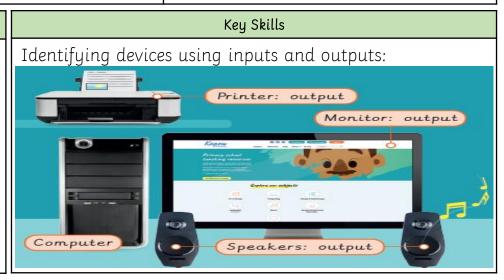


Castlefield School- Computing

Theme: Computational thinking.

How to use computers purposefully and safely.

- Learn to identify and name the different parts of a computer.
- Discover and understand that computers and robots are controlled by inputs to deliver outputs.
- Identify machines that use inputs around school.
- Understand the role of computers in modern life.
- Use knowledge of inputs and outputs to design an invention and explain how it works.



Key Vocabulary		Websites to help:
Battery	One or more cells that store electrical energy for wireless devices.	For more examples of input and output devices and how they are used: <u>https://www.schoolsofkingedwardvi.c</u> <u>o.uk/ks2-computing-computer-</u> <u>programming-1-decomposition/</u> BBC Bitesize has lots of information about computers and how to stay safe: <u>https://www.bbc.co.uk/bitesize/t</u> <u>opics/zf2f9j6/articles/zx8hpv4</u>
Computer	Electronic machines that accept and process information to produce an output and store the results.	
Desktop	A tower computer that has a separate mouse, keyboard and screen.	
Laptop	A portable computer including a keyboard and screen.	
Keyboard	An input device with keys or buttons to create letters, numbers and symbols to communicate with a computer.	
Mouse	A mouse is used to move things around on a computer screen.	
Screen (monitor)	The part of the computer that shows what is happening, such as pictures, videos and words.	
Input	A way to tell a computer what to do.	
Output	Information or data that is sent by a computer to a device such as a printer.	
Wireless	A device that communicates without needing to plugged in to another device.	