

How to use computers purposefully and safely.

- Write, edit and record radio plays.
- Create a radio version of 'The Imitation Game' using just spoken words, music and sound effects.
- Research the history of computers and compare devices from the last century with those of today.
- Evaluate how computers have changed our world.
- Consider the computing needs of the future and design a computer to meet these demands.

Key Skills – understanding the importance of radio in WW2.



Key Vocabulary

Background noise	A secondary sound (can be distracting!) that is there, but your focus is not fully on it because you are focussed on the primary (main) sound.
Byte	A byte is made up of 8 bits. One bit contains a binary value (0 or 1).
CPU	Central Processor Unit – the brains of the computer that processes all inputs and output devices and runs programs within the computer.
Memory storage	A portable way in which data is safely stored while allowing that data to be transferred from one computer to another.
Operating system (OS)	The base software used by a computer to run basic commands, manage hardware and software and interface with the user.
Radio play	Scripts written to tell a story designed to be broadcast on the radio.
RAM	Random Access Memory – a piece of hardware allowing data to be stored and retrieved from a computer.
ROM	Read Only Memory – hardware used to store information that can only be read and cannot be edited.
Sound effects	Sound included in a film to add realism.
Trackpad	An input device on many laptops that allows the on-screen cursor to be controlled using the touch of one or more fingers.

Websites to help:

To find out more about how computers have changed:
<https://www.schoolsofkingedwardvi.co.uk/ks2-computing-computing-theory-1-history-computing/>

