Be the best that we can be.

Knowledge Organiser Computing Year 3

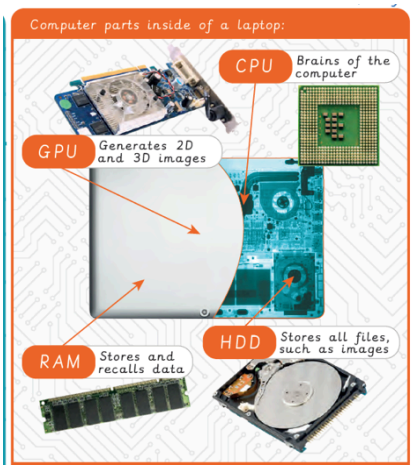
Autumn 1
Journey inside a computer

Learning objectives

In this unit, pupils learn how computers receive and send information through inputs and outputs, understand how the parts of a computer work together (including memory), explore what algorithms are, and compare different types of computers and their functions.

- Recognise inputs and outputs and that the computer sends and receives information.
- Explain that the parts of a laptop work together and the purpose of each part.
- Explain what an algorithm is.
- Suggest what memory is for inside a computer.
- Make comparisons between different types of computers.

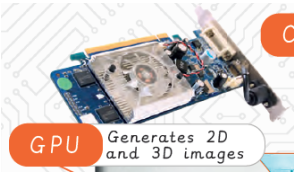
Inside a computer



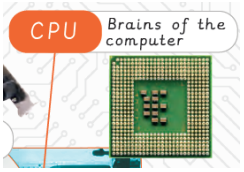
Key facts

RAM – Random access Memory.
A piece of hardware that allows data to be read and not edited.

GPU – Graphics Processing Unit. It is a piece of hardware that is used to help.
Generate 2D and 3D images for programs such as games.

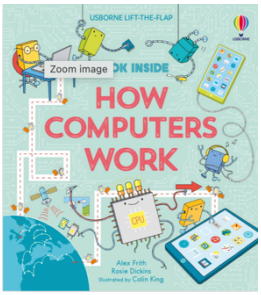


CPU – Central Processing Units are the brains of a computer and deal with all the data it receives from input and output devices, as well as programs run within the computer.



HDD- Hard Disk Drive is an internal or external device that can store information such a files, documents, images and programs.

Read all about it! Can you find these books in your local library?



Key Vocabulary

Algorithm, computer, computer programme, CPU, data, desktop, GPU, hard disk drive (HDD), instructions, QR code, RAM, ROM, tablet device, trackpad.

Portable devices