



Be the best that we can be.



EBJ 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.

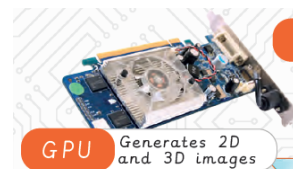
Key facts

RAM – Random
A piece of
allows data to
edited.



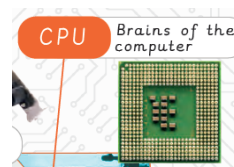
access Memory.
hardware that
be read and not

GPU –
Processing
piece of
is used to
Generate 2D
for programs
games.



Graphics
Unit. It is a
hardware that
help.
and 3D images
such as

CPU – Central
are the brains
and deal with
receives from
devices, as well
within the



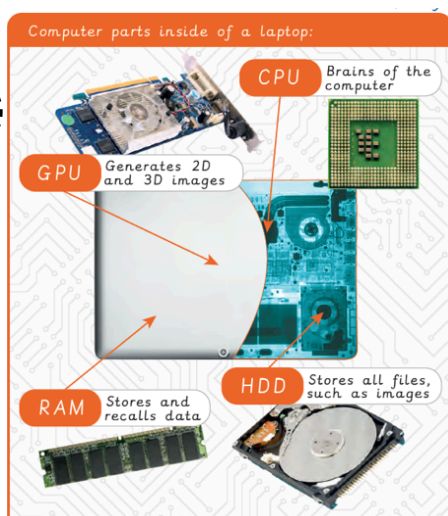
Processing Units
of a computer
all the data it
input and output
as programs run
computer.

HDD- Hard
internal or
that can store
a files,
images and

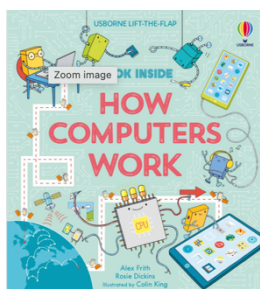


Disk Drive is an
external device
information such
documents,
programs.

Inside a computer



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

