

Tiverton High School Year 7 **Computing Autumn Term** Knowledge Organiser

Using Computer Systems (Unit 7-1)

A **program** is a set of **instructions** that tells the computer **what to do**.

Hardware means the **physical** components, parts and circuitry of the computer system.

Software means the **programs** that it uses.

Without software, the hardware would be useless, it would not have any instructions to follow.

Operating systems, device drivers and **utilities** are examples of **systems software**.

Without an operating system, a modern computer would be too difficult to use.

General purpose software applications include Word Processing, Spreadsheets, Graphics Packages.

Using Computer Systems (Unit 7-1)

Input Devices transfer data **into** the computer processor Examples: **keyboard**, **mouse**, **image scanner**, **web-cam**, **microphone**, **fingerprint sensor**.

Output Devices transfer **out** of the computer for people to use. Examples: **Screen/monitor**, **speakers**, **printer**, **3D printer**, **LED**.

Storage Devices store files even while the computer is off.

Examples: Magnetic hard-disk drive, solid-state drive, USB flash-drive, CD-ROM drive, DVD-ROM drive.

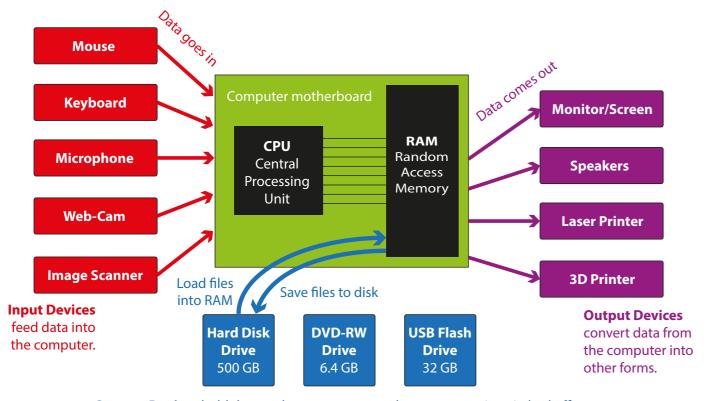
A computer has a **processor** inside it (called a **CPU**). The processor **executes** each instruction to carry out a program.

RAM stands for **Random Access Memory**

The RAM inside a computer holds the program of instructions that the CPU needs to carry out.

RAM is volatile... all data is lost when the power is turned off.

Parts of a computer system



Storage Devices hold data and programs, even when computer is switched off.

Working with Text (Unit 7-2)

We use Microsoft Word to prepare most written documents. Microsoft Word is a word-processor.

It also lets you add pictures, tables, page numbers and other things to your document.

Always make it clear what your document is about. Use a large, bold **heading**.

Divide your writing into different sections. Label each new section with a smaller sub-heading.

Choose a **font-face** that is easy to read, such as **Calibri** or **Arial**.

Use a consistent **font size** for the main text in your document. Try **10 pt** or **11 pt**.

Use **bold** or *italics* to make important parts of your text stand out and gain attention from the reader.

You can organize more complicated information using a table.

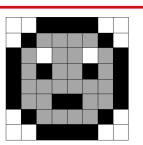
Working with Images (Unit 7-3)

Bitmap images are pictures that are made up of pixels (picture elements).

A **pixel** is a small coloured dot in a picture.

All of the pixels are arranged in a grid, a little bit like a mosaic.

The **colour** of each pixel is stored in the memory of the computer using binary digits... 1s and 0s.



Working with Numbers (Unit 7-4)

We use **Microsoft Excel** to perform **calculations**, produce **statistics** and plot **graphs** and **charts** from data values. Microsoft Excel is a **spreadsheet program**.

It can multiply, divide, add, subtract and work out averages. It can also make decisions about data.

A spreadsheet uses a grid of **cells**. A cell is like a "**box**".

Each cell can hold one data value - which is often either a number or a short piece of text.

A whole **vertical** line of cells is called a **column**.

A whole **horizontal** line of cells is called a **row**.

Column headers are labelled with letters.

Row headers are labelled with **numbers**.

Using the column letter and the row number you can find one cell. This is called a cell reference.

Cell C5 is in column C, row number 5.

Cell **G23** is in **column G**, **row number 23**.

A spreadsheet can calculate things for you. Instead of typing in a data value into a cell, you can type in a formula.

A formula always begins with the = sign.

This sign tells the spreadsheet to **work something out for you**.

So the formula =B5*2.2 would find what is in cell **B5** and then **multiply** it by **2.2** for you.

Remember: * means "multiply" / means "divide"

