



Computing Knowledge Organiser		
Year group: 3	Topic link:	Element of Computing: Inputs and outputs
Key Question: What are inputs and outputs?		



Key Vocabulary	
Inputs	All digital devices accept inputs. An input is data that is entered in to or received by a computer. This could include a user pressing a key on a keyboard, clicking a mouse to select something on screen, or a light sensor sensing light levels.
Outputs	the visual, auditory, or tactile perceptions provided by the computer after processing the provided information. Examples include: text, images, sound, or video displayed on a monitor or through speaker



Mediums and Resources
<p>Lego Spike – either on IPads or Laptops</p>  

My outcome will be
To follow instructions on a Lego Spike project featuring both inputs and outputs

What key knowledge will I have by the end of this journey?
Confident understanding of inputs being a form of delivering information to a computer
Confident understanding of some forms of output a computer can produce
Burgeoning knowledge of coding blocks

What key skills will I have by the end of this journey?
Ability to code using basic coding blocks
Ability to create a simple machine that uses inputs and outputs

Links to previous and future learning			
In Year 3 Apply knowledge of inputs and outputs to a Spike project	In year 4 Use loops and sequences with repetition	In Year 5 Use procedures with conditions and conditional starts	In year 6 Develop an app/ game/ device using knowledge of coding