

Computing Knowledge Organiser Year group: 3

Topic link: Element of Computing: Inputs and outputs

Key Question: What are inputs and outputs?



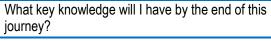




Key Vocabulary	
Inputs	All digital devices accept inputs. An input is data that is entered in to or received by a computer. This could include a user pressing a key on a keyboard, clicking a mouse to select something on screen, or a light sensor sensing light levels.
Outputs	the visual, auditory, or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







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





My outcome will be

To follow instructions on a Lego Spike project featuring both inputs and outputs

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

through speaker

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