

Year 6 Spring 1 - Computing – History of Computers



Big Question

How can computer developments of the past help us develop future computers?

Key Vocabulary for the unit:

Background noise: A (secondary sound that is there but your focus is not fully on it as you are focused on another (primary) sound).

Byte: A byte is made up of 8 bits. One bit contains a single binary value—0 or 1.

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

Memory storage: A portable, compact form of digital storage, used to transfer files from one device to another, or keep safe.

Operating System OS: The base software needed on a computer for it to manage basic command, hardware and software and provide a user-friendly interface.

Radio play: Scripts and written text for broadcasting on-air.

RAM: Random Access Memory. A piece of hardware that allows data to be recalled or stored within a computer.

ROM: Read Only Memory. Information stored within ROM can only be read and not edited.

Trackpad: An input device commonly found built into laptops. It is used to move the cursor with the touch of your finger, and some allow for multiple finger gestures.

Powerful knowledge/skills for this unit:

- ◆ To know that radio plays are plays where the audience can only hear the action so sound effects are important.
- ◆ To know that sound clips can be recorded using sound recording software.
- ◆ To know that sound clips can be edited and trimmed.

What I should already know from Year 2:

- ◆ To understand that an animation is made up of a sequence of photographs.
- ◆ To know that small changes in my frames will create a smoother looking animation.
- ◆ To understand what software creates simple animations and some of its features e.g. onion skinning and other editing features.

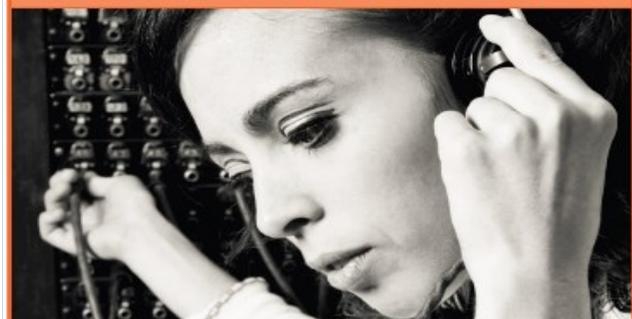
Memory sizes:	Bytes:	Invented:	Abbreviation:
1 kilobyte	1,000	1950	(kb)
1 megabyte	1,000,000	1956	(mb)
1 gigabyte	1,000,000,000	1986	(gb)
1 terabyte	1,000,000,000,000	2007	(tb)

Useful diagrams for the unit:

Bletchley Park and Y Service locations in Britain:



Bletchley Park worked closely with the 'Y Service' of British wireless intercept stations. The operators here would tune-in to enemy radio messages, in an attempt to gain snippets of information, to send back to Bletchley Park for deciphering.



Bletchley Park would have to stitch together the snippets received from the 'Y Service' to decrypt the complete message.