**6th Grade** Group Members\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Computer Vocabulary Game**

You will be working in groups of **2 or 3** to create a computer vocabulary game. Use the list of terms with their definitions to make a game. Include the following in your game:

-All 40 of the computer vocabulary terms with a picture to represent each term

 -All 40 of the vocabulary definitions

You can create any game you want! If you can’t think of a game, look online for some ideas.

**Terms**

1. **Desktop**- The main background/ interface of the monitor that displays icons for programs and files
2. **Software-** instructions given to the computer
3. **Application-** a program designed with a task
4. **Monitor –** the display screen
5. **Enter-** a key that returns the cursor to the beginning of the next line or acts like “Go” or “Next”
6. **Caps lock-** a key that enables the text to be in all capital letters permanently, until turned off
7. **Num lock –** a key that enables the right number keyboard to be used
8. **Shift –** a key that enables a letter to be temporarily capitalized
9. **Cursor –** The location of the mouse on the screen, represented by a symbol
10. **CPU-** Central processing unit, the brain of the computer
11. **Start menu**- The main location where all programs can be found
12. **File**- an individual document that is given a name when saved
13. **Folder**- Where multiple files are saved for organization
14. **Icon**- An image that represents a computer program
15. **Dialogue box**- a window that pops up on the screen with options that the user can select
16. **Computer** - An electronic device used for processing data.
17. **Information processing -** Capturing, storing, updating and retrieving data information.
18. **Personal computer (microcomputer) -** A computer that serves one user at a time.
19. **Hardware -** The physical parts of the computer system that you can touch and feel such as the CPU (central processing unit), keyboard, monitor, and computer case.
20. **System unit -** Example: CPU, main memory, electronic components, drive bays for storage.
21. **Microprocessor -** The main processing unit of a computer or information processing device; acts as the "brain" on the machine carrying out instructions, performing calculations, and interacting with all the components used to operate the computer. Handles the fetch, decode, and execute steps of the computer system.
22. **Desktop -** Sits on desk with separate monitor.
23. **Input** - The data that is entered into a computer. The act of entering data into a computer.
24. **Input devices –** Any device used to input data. Examples - keyboard, mouse, joy stick, track ball, and scanner.
25. **Keyboard -** A computer input device that uses a set of keys to put data into the computer.
26. **Scanner -** A computer input device that can read text, images and barcodes, and translate them into digital code.
27. **Output** - The computer-generated information that is displayed to the user such as a screen display, printed page, or sound.
28. **Output devices –** Any device used to output information. Examples - monitor, printer, speakers, and projector.
29. **Peripherals-** Extra attachments. Examples - modem, microphone, camera.
30. **Operating system -** The system necessary for a computer to operate.
31. **Networks -** Multiple computers linked together.
32. **Server -** Designed to support a computer network that allows user to share data, software and peripherals.
33. **Cloud**- a means of saving and storing data online
34. **Memory -** A place to store information; RAM, ROM.
35. **Byte -** 8 bits = 1 character, series of O’s and 1’s
36. **Random Access Memory (RAM) -** Temporary storage memory chips that form the computer’s primary workspace; contents are lost if the power is disrupted.
37. **Read Only Memory (ROM) -** Storage memory chips that are able to maintain their contents if the power is disrupted.
38. **Internet -** a global network connecting millions of computers, linking more than 100 countries for the exchange of data, news and opinions.
39. **URL (Uniform Resource Locator) -** the address that defines the route to a file on a Web server.
40. **HTML (Hyper Text Markup Language) -** The document format used on the Internet.

**Group Rubric**

Group member names\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Element Points Possible Points Earned

|  |  |  |
| --- | --- | --- |
| All 40 terms are included  | 20 |  |
| A picture that represents each term is included  | 20 |  |
| All 40 definitions are included  | 20 |  |
| Work is divided evenly among group members | 5 |  |
| Neatness | 5 |  |
| **Total** | **70** |  |