

# ICT KS3 Year 8 Spring 1 Blended Learning Booklet

### Name:

## Form:

Aim to complete one lesson each week. Write out the title and LI and then complete the tasks.

The Knowledge Organiser on page 4 and 5 have some key information and vocabulary to help you with this unit.

Upload all work onto ClassCharts for feedback.



Contents

Page3: Big Picture - Year 8 Overview

Page 4 and 5: Knowledge Organiser

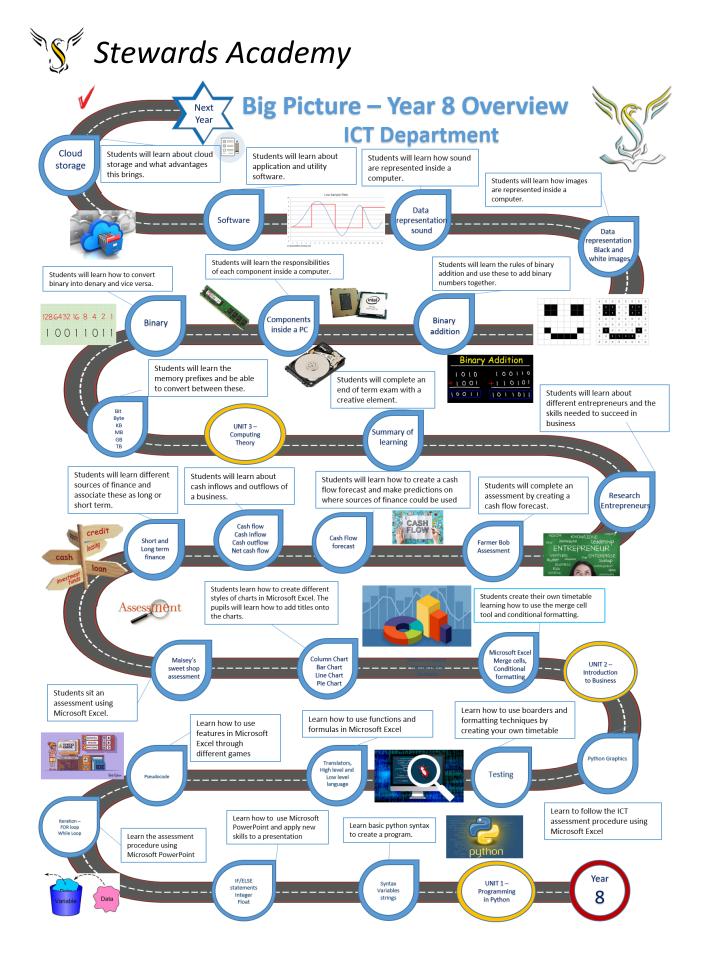
Page 6 and 7: Lesson 1

Page 8 and 9: Lesson 2

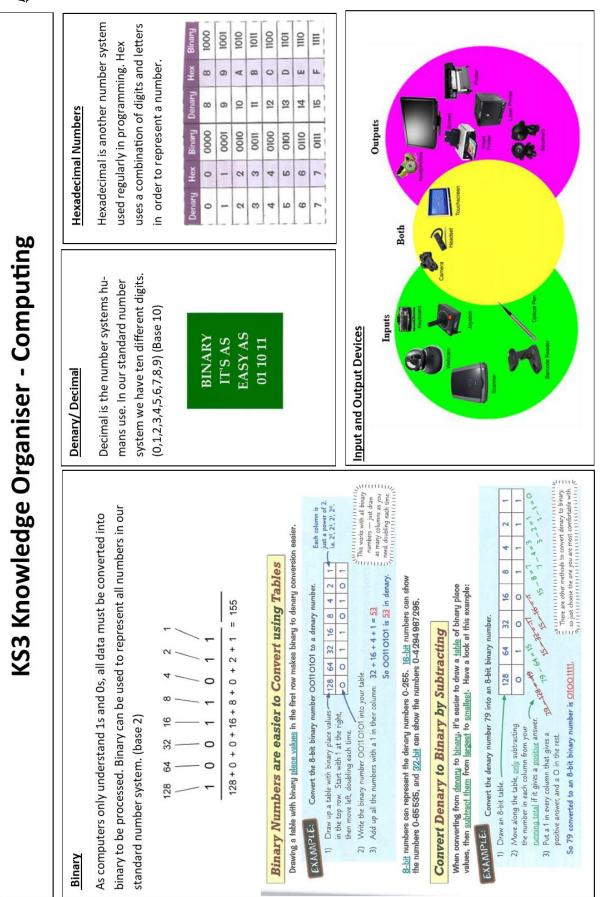
Pages 10 – 15: Lesson 3

Page 16: Lesson 4

Page 17: Lesson 5

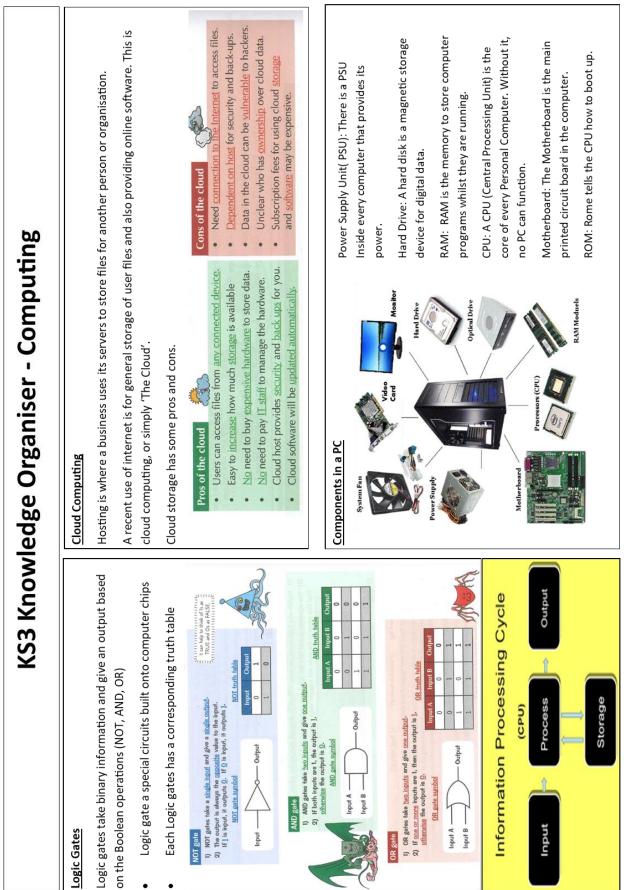


# Sf Stewards Academy





### Stewards Academy

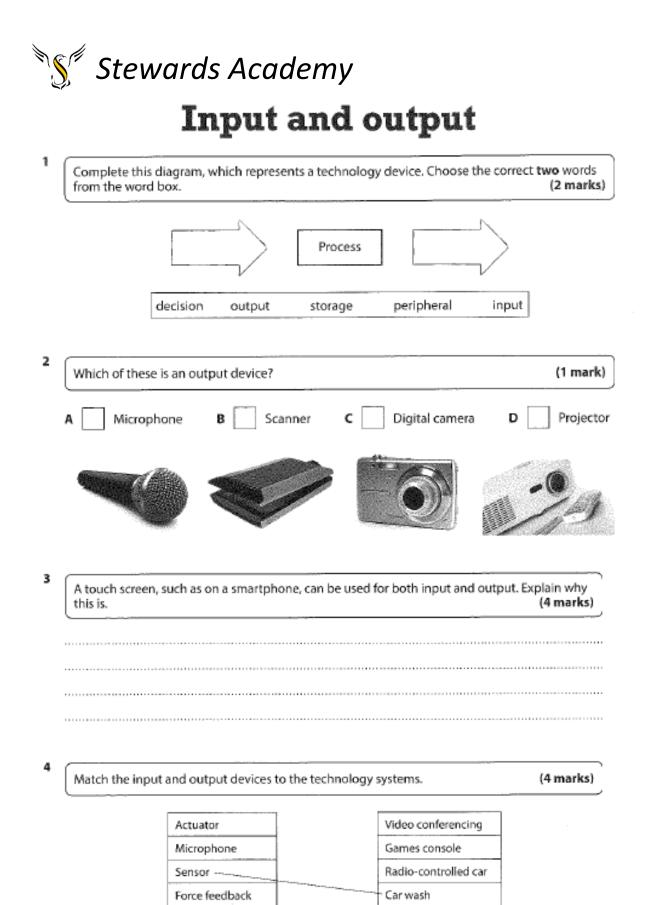




LI: Understand how input and output devices are used in a computer system

LI: Understand how input and output devices can be used to support people with disabilities





#### Extension

Please research some input/ output devices which may help people with certain disabilities.

Write down some the devices you find. Can you explain how these work?



LI: To learn the components inside a computer and how they work

device.	ire the parts inside	You should be familiar with the components inside a PC - components inside other devices are similar.
Component	Name	Description
The second second	Motherboard	<ul> <li>Allows communication between components</li> <li>Is a PCB (Printed Circuit Board) where all the other system components plug in</li> </ul>
	HDD (Hard Disk Drive) (storage device)	<ul> <li>Permanent memory for data storage</li> <li>See page 50 for more on memory</li> </ul>
ALLA SALE	RAM (Random Access Memory)	<ul> <li>Temporary memory</li> <li>Makes processing more efficient</li> <li>See page 50 for more on memory</li> </ul>
	PSU (Power Supply Unit)	<ul> <li>Takes power from mains and feeds into motherboard</li> <li>Fan keeps it cool</li> </ul>
8	CPU (Central Processor Unit) + fan + heat sink	<ul> <li>Processes data</li> <li>Fan and heat sink keep it cool</li> <li>See page 48 for inside the CPU</li> </ul>
-	Graphics card (expansion card)	<ul> <li>Boosts graphics capabilities of those built into motherboard</li> </ul>
~	Sound card (expansion card)	<ul> <li>Boosts sound capabilities of those built into motherboard.</li> </ul>
3	Optical drive	• Reads CDs and/or DVDs
Worked	example	
(		(b) A CPU uses a fan for cooling.
keep ti		(1 mark) What cooling method is used on most CPUs in addition to a fan? (1 mark)
A Hard o	drive B RAM D Motherboar	d Heat sink
Now try		
Which one	of these components is a type o	fmemory? (1 mark) Think about what the initials stand for to help



Answer the questions below

Which of these two components need to be cooled when running?	(2 marks)
A RAM	
B HDD	
<b>c</b> CPU	
D PSU	
E ROM	
(a) State the main role of the CPU.	(1 mark)
(b) State the main role of a Hard Disk Drive.	(1 mark)
xplain, using examples, what expansion cards are and what role t	hey play in a PC. (4 mari

Expansion cards can be for sound or .....

#### Extension – Please complete in your home learning exercise books

Draw the components needed for a computer to work in your exercise book. Write the name of the component next to your drawing. You could also research the costs of each of components using the internet.

Can you also research what ROM is? What is ROM responsible for in a computer?

3



LI: to understand how AND, OR and NOT logic gates are used.

LI: understand how to complete a trace table based on logic gates.

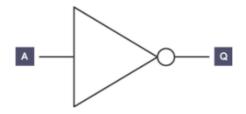
Computers use logic gates to carry out operations. Each logic gate represents a Boolean operator NOT, AND and OR.

A gate takes binary data (1 or a 0), apply a Boolean expression (NOT, AND, and OR), then output a binary result (1 or a 0).

#### NOT gate



A NOT gate has just one input. The output of the circuit will be the opposite of the input. If 0 is input, then the output is 1. If 1 is input, then 0 is output.



If A is the input and Q is the output, the truth table looks like this:

А	Q
1	0
0	1

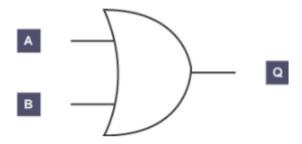
The Boolean expression is written as Q = NOT A.



#### OR gate



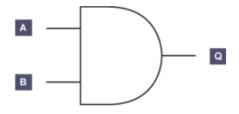
The OR gate has two inputs. One or both inputs must be 1 to output 1, otherwise it outputs 0.



The truth table would look like this:

А	В	Q
0	0	0
0	1	1
1	0	1
1	1	1

The Boolean expression is written as **Q** = **A** OR **B**.



The truth table would look like this:

А	В	Q
0	0	0
0	1	0
1	0	0
1	1	1

The Boolean expression is written as **Q** = **A AND B**.

#### Please watch this YouTube video below on logic gates

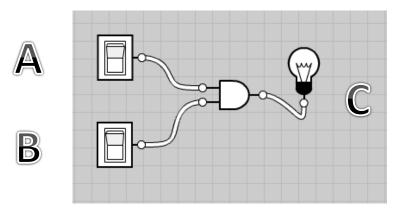
https://www.youtube.com/watch?v=mdd90gXRWeY



#### Using logic gates – Year 7

# Please use the website <u>http://www.neuroproductions.be/logic-lab/</u> to complete this task.

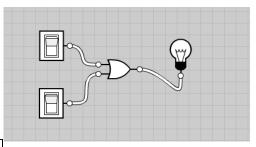
1. Set up a circuit by using 2 Switches, 1 light bulb connect through "And Gate"



2. Investigate:- (Fill in whether the light bulb (c) is on or off)

Switch A		Switch B		Light Bulb C	
On	1	Off	0		
Off	0	On	1		
Off	0	Off	0		
On	1	On	1		

- 3. Can you put the correct 1 or 0 in the final column?
- 4. Now try the same by using an "Or Gate"



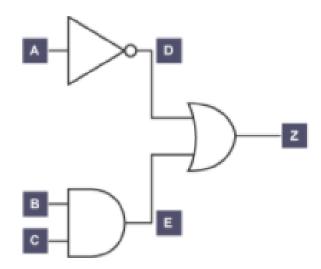
Switch A		Switch B		Light Bulb C	
On	1	Off	0		
Off	0	On	1		
Off	0	Off	0		
On	1	On	1		

5. Try making your own table and circuit using a **"Not Gate"** (note 1 connection)



### Complex logic gates

<u>Logic gates</u> can be built up into chains of logical decisions. Some logic gates may have more than two inputs. The diagram below shows a **complex logic gate** combining three simple gates.



Altogether there are three inputs and eight possible outcomes. To solve the <u>truth table</u> below, first find D, then E and finally Z. Complete a whole columnn before moving on to the next column. D depends only on A, E depends on B and C, and Z depends on E or D.

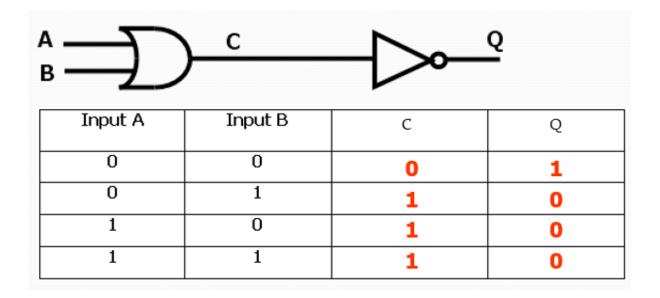
This logic gate truth table is written as:

Α	В	C	D = NOT A	E = B AND C	Z = D OR E
0	0	0	1	0	1
0	0	1	1	0	1
0	1	0	1	0	1
0	1	1	1	1	1
1	0	0	0	0	0
1	0	1	0	0	0
1	1	0	0	0	0
1	1	1	0	1	1

This circuit would be written as Z = D OR E or Z = NOT A OR (B AND C).



Have a go at trying to complete these truth tables based on the logic gates





Input A	Input B	С	Q
0	0		
0	1		
1	0		
1	1		



	с — О	o D		)— o
Input A	Input B	с	D	Q
0	0			
0	1			
1	0			
1	1			

rcuit		I ( I		D- D-	E S	$\supset$	Q
Input A	Input B	Input C	Input D	E	F	Q	
0	0	0	0	- ·		+ -	1
0	0	0	1				1
0	0	1	0				1
0	0	1	1				1
0	1	0	0				1
0	1	0	1				1
0	1	1	0				
0	1	1	1				
1	0	0	0				
1	0	0	1				
1	0	1	0				
1	0	1	1				
1	1	0	0				
1	1	0	1				
1	1	1	0				
1	1	1	1				



LI: To learn the rules of binary addition and apply them to do a calculation

Play on this game to see what score you can get.

http://forums.cisco.com/CertCom/game/binary\_game\_page.htm

#### Adding binary

When two numbers are added together in <u>denary</u>, we take the first number, add the second number to it and get an answer. For example, **1** + **2** = **3**.

When we add two **<u>binary</u>** numbers together the process is different.

There are four rules that need to be followed when adding two binary numbers. These are:

- 0 + 0 = 0
- 1 + 0 = 1
- 1 + 1 = 10 (said one zero and is binary for 2)
- 1 + 1 + 1 = 11 (said one one and is binary for 3)

Name:\_\_\_\_\_ Year & Class: \_\_\_\_\_

#### **Binary Addition Revision Worksheet**

1.	2.	3.	4.
11	111	111	111
+ 10	+ 101	<u>+110</u>	<u>+ 111</u>

5.	6.	7.	8.
1111	1101	1100	1001
<u>+1000</u>	+ 0111	<u>+1101</u>	<u>+0111</u>
9.	10.	11.	12.
1011	110101	001111	11111
+0011	+010001	+101010	<u>+11111</u>
13.	14.	15.	16.
0110	1001101	1010000	10111101
+0011	<u>+1001010</u>	+0010110	<u>+01101010</u>



LI: to learn how black and white images are stored in a computer

Please read the website below about how black and white images are stored inside a computer.

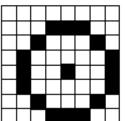
https://www.bbc.co.uk/bitesize/guides/zpfdwmn/revision/2

Have a go at the task below. You need to shade in the pixels to make your own image. (Please don't worry about filling in the Hex column. If you want to challenge yourself then have a go! Extra positive points will be awarded for working out the correct Hex values.



### Bitmaps

Create your own 8x8 bitmaps on the grids below. Then convert your bitmap into binary as shown in the example – using a "0" to represent a white pixel and a "1" to represent a black pixel. Finally, convert the binary number into hexadecimal.

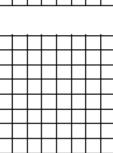


Binary	Hex
00000000	00
00011100	1c
00100010	22
01000001	41
01001001	49
01000001	41
00100010	22
00011100	1c

			00011100
			Binary
	 		Binary

1100	1c
rry	Hex

Hex



_	Binary

Binary

Binary

Hex

Hex

Hex

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