

Input Preparation

A short session to help pupils understand input before they use it in programming.

Aims

Pupils will gain a clear understanding of input through 10-20 minute session.

Input Defined

Input –How information can be passed into a digital device

Explanation

Load the input slides. Pupils work in pairs with one whiteboard and marker between the pair **(slide 1)**

Explain that input refers to how information can be passed into digital devices **(slide 2)**

Pupils have 2 minutes to draw or list all the things they think are digital devices **(slide 3)**

This actually refers to anything that has a microchip such as a car, washing machine, cooker, microwave as well as computers, phones, gaming devices etc **(slide 4)**

Start with the class computer. Ask pupils if they can work with their partner to work out all the ways information can be input into this computer? **(slide 5)**

Answer **(slide 6)** You could also label these using post it notes or cards

- Keyboard –inputs letters and symbols
- Mouse –inputs movement and left and right clicks affect programs
- Microphone –inputs sound
- If it is a touch screen then the touch on the screen inputs movement, text etc

Now do the same for a washing machine **(slide 7)**

Answers **(slide 8)**

Button (push)

Dials (turn)

Give out the input output knowledge sheets for their files

Post up the input poster from <http://community.computingatschool.org.uk/resources/1758/single> Explain that they are going to use inputs when creating their game using the Scratch programming language. Can they put their hands up when they spot an input. Now go onto your chosen programming project that features inputs. **(slide 9)**

