

Computer Hardware—Input Devices

Computer hardware can usually be broken down into four types—**Input, Process, Backing Store** and **Output**. You need to know which one each part of a computer set-up belongs to, and explain how they are used (in simple terms)



Mouse

A Mouse is used to move a pointer across the screen and to select items or control the programme by clicking the buttons. Most mice have two buttons—the left button **Selects**, the right button often brings up a **Menu** of further options. Between the buttons a scroll wheel can often be used to **Zoom, Scroll** or by clicking and holding it, **Panning** the page. This depends on the computer programme and how the mouse has been set up.

Trackerball

A tracker ball is like an upside-down mouse. A moveable ball controls the movement of the cursor on the screen, and buttons to either side allow the operator to select and control the programme.



Digital Camera

Images can be photographed with a digital camera and either downloaded by a USB cable to a computer, or if the camera is of a high quality, can be Bluetoothed to a computer, or emailed.

Graphics Tablet

This is a flat board connected to the computer. A Stylus acts like a pencil and allows the user to sketch ideas on the surface of the table, which is then transferred onto the screen. The tablet allows sketches to be drawn more naturally, than trying to sketch with a mouse.



Scanner

A scanner is used to copy a flat image that is already on a piece of paper. It converts this to a digital form that can be opened on the computer. They are also available as 'wand' scanners, or roller scanners, but they operate in the same way.



Keyboard

Use to insert alphanumeric data into the computer

