

GENERAL COMPUTER TERMINOLOGY

Computer Technology – Standard 0205

The terminology on this page is intended to be a guide for what teachers should cover when teaching objectives found in Standard 2 for Computer Technology. This is not intended to be an all-inclusive list of computer terms that could be taught. This is a *minimum* list of terms that should be covered – teachers may cover more and add to this material if time permits. Also, as technology changes, teachers should update the material they teach to their students. For example: different types of computers may change depending on new technology. Teachers should introduce students to the most used types of computers when they teach students this information.

Introduction/History

Types of computers (notebook, desktop, mainframe, etc.)

Base 2/Binary Code

Computer Components - Hardware

Hertz

Measuring Storage and Memory (bits, bytes, kilobytes, megabytes, gigabytes, terabytes, etc.)

Hardware (peripheral)

Input Devices

Processing Hardware

 Microprocessor

 CPU

 RAM

 ROM

Output Devices (monitor, printers, speakers)

Storage Devices (magnetic storage, optical storage, flash, hard disk, CD, DVD)

Networks (Server, LAN & WAN)

Application Software

Computer Components - Software

Operating System Software (Windows)

 GUI (graphical user interface)

 Icons

 Multitasking

Application Software/Program (word processing, spreadsheet, electronic presentation, database, browser, etc.)

File Management and Viruses

Files

Folders

Viruses

Virus Prevention – attachments, firewall, spyware, antivirus software