

Name: \_\_\_\_\_ Teacher: \_\_\_\_\_ Grade 3- Flashcards  
-Devices



Bar Code Reader



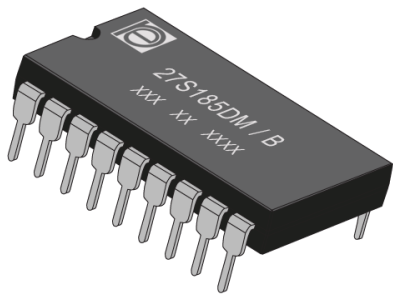
Scanner



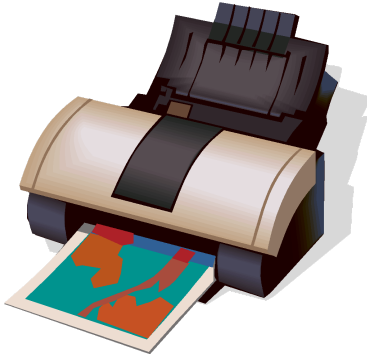
Computer Mouse



Projector



ROM  
(Read Only Memory)



Printer



CD  
(CD ROM)



Internal Hard Drive  
(Hard Disk Drive)



Microphone



Computer Keyboard



Headphones



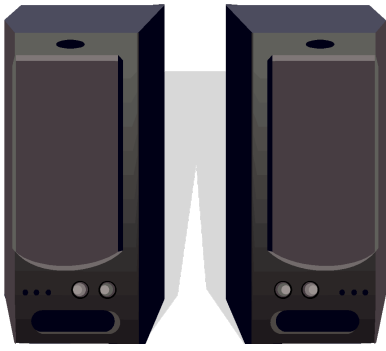
Ear buds



DVD



CPU  
(Central Processing Unit)



Speakers



Monitor



Web Camera  
(Web Cam)



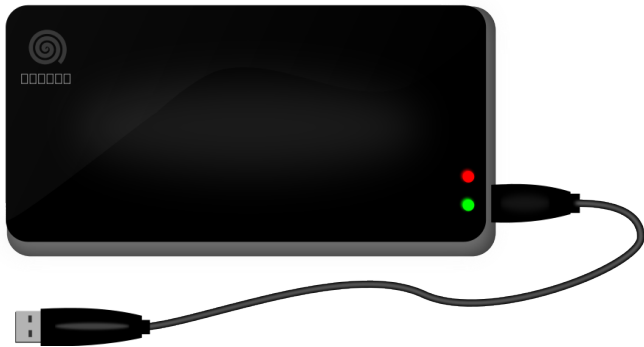
Digital Camera



Flash Drive



Memory Cards



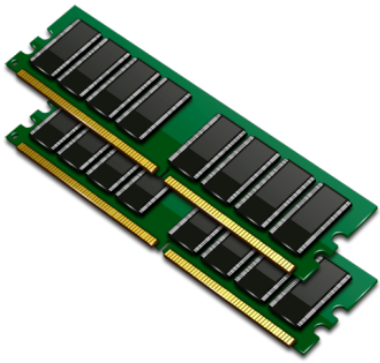
External Hard Drive



Graphing Tablet



Game Controller /  
Joy Stick



RAM  
(Random Access Memory)



Digital Card Reader

Name: \_\_\_\_\_ Teacher: \_\_\_\_\_ Grade 3-Flashcards-Device

Definitions



Bar Code Reader

- a hardware device capable of reading a barcode



Scanner

- A device for a computer, that allows a user to take a printed picture, drawing, or document and convert it into a digital file so that it can stored, viewed, and edited on a computer.



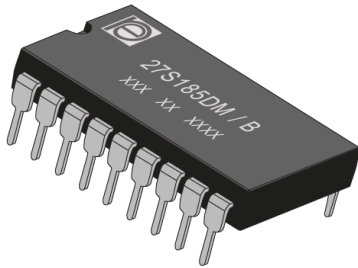
Computer Mouse

- A device that allows a user to control a pointer/cursor and manipulate on-screen objects such as icons, files, images, and folders.



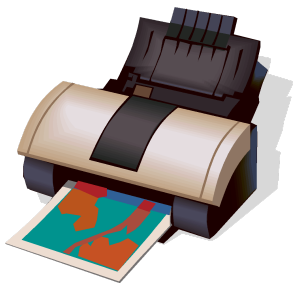
Projector

- A device that can take images generated by a computer and reproduce them on a large, flat, white surface to show a presentation.



ROM (Read Only Memory)

- A permanent memory device that runs an operating system and comes with a computer.



Printer

- A device responsible for taking electronic data stored on a computer or computing device and generating a hard copy of that data (usually onto paper).



CD (CD ROM)

- an optical disc which contains audio or software data



Internal Hard Drive (Hard Disk Drive)

- a memory hardware device that permanently stores and retrieves data on a computer.



Microphone

- a device that allows computer users to input audio into their computers.



Computer Keyboard

- A device that looks similar to those found on electronic typewriters, but with some additional keys to allow the user to input letters, numbers, and other symbols that can serve as commands or be used to type text.



Headphones

- a device, that either plugs into a computer's line out or to some speakers, to privately listen to audio without disturbing others.



- a device, that either plugs into a computer's line out or to some speakers, to privately listen to audio without disturbing others.

Ear buds



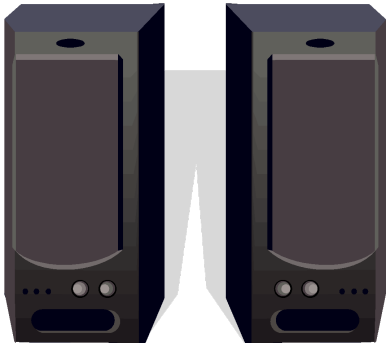
DVD

- a disc capable of storing large amounts of data on one disc that is the size of a standard Compact Disc.
- They are widely used for storing and viewing movies and other data.



CPU (Central Processing Unit)

- A computer's **CPU** handles all instructions it receives from hardware and software running on the computer.
- Often called the "BRAIN," it processes all commands.



Speakers

- A device connected to a computer's sound card that outputs sound generated by the computer.



Monitor

- a device that displays video images to the user.



Web Camera (Web Cam)

- A device that connects to a computer (and the Internet) to capture either still pictures or motion video (with sound) of a user or other objects to is pointing toward.



Digital Camera

- A device that takes pictures like a regular camera, but stores the image as data on a memory card instead of printing it to film. Many digital cameras are capable of recording video in addition to taking still photos.
- Once connected to a computer, the device transfers images and videos to the computer.



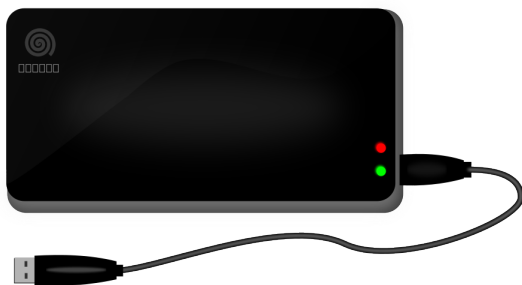
Flash Drive

- a small device that is an easy way to store and transfer information/ data.
- They are available in many sizes ranging from 2 GB to 1 TB.



Memory Cards

- A type of media that is often used to store photos, videos, or other data in electronic devices, such as digital cameras, digital camcorders, handheld computers, MP3 Players, game consoles, card readers, and printers.



External Hard Drive

- A device that is not part of the computer that can store a lot of data. It is often used for a backup or to move data from one computer to another.



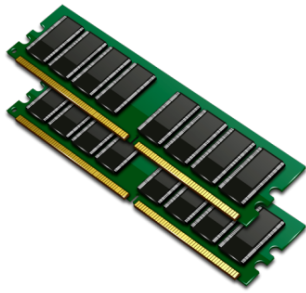
- A device that enables an artist to draw or sketch digitally using a pen or stylus, which is helpful because it provides a more natural and precise feel than a standard computer mouse.

## Graphing Tablet



Game Controller / Joy Stick

- A device designed to be connected to a computer or console gaming system that has multiple buttons and may have one or two mini joysticks, which is used for playing video games.



RAM (Random Access Memory)

- A device inside a system unit that stores information/data.
- RAM is a volatile memory and requires power to keep the data accessible, so if the computer is turned off, all data contained in RAM is lost.



Digital Card Reader

- A device that lets you read and write data on a memory card.
- Some card readers only have one card slot, and some have multiple card slots for different cards and media.

Name: \_\_\_\_\_ Teacher: \_\_\_\_\_ Grade 3-Flashcards-Device  
Categories



Bar Code Reader

Input Device



Scanner

Input Device



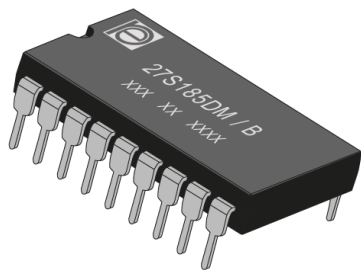
Computer Mouse

Input Device



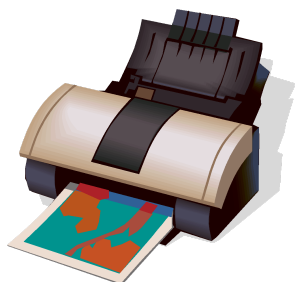
Projector

Output Device



ROM (Read Only Memory)

Storage Device



Printer

Output Device



CD (CD ROM)

Storage Device



Internal Hard Drive (Hard Disk Drive)

Storage Device



Microphone

Input Device



Computer Keyboard

Input Device



Headphones

Output Device



Ear buds

Output Device



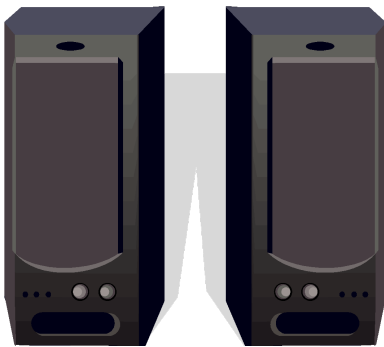
DVD

Storage Device



CPU (Central Processing Unit)

The "Brain" of the Computer;  
A Processing Device



Speakers

Output Device



Monitor

Output Device



Web Camera (Web Cam)

Input Device



Digital Camera

Input Device



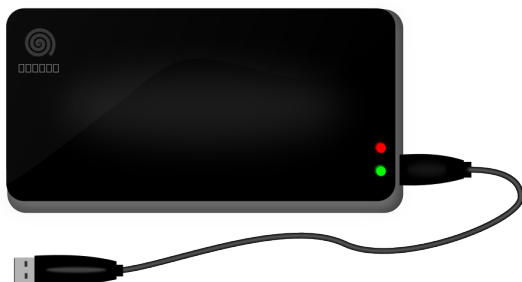
Flash Drive

Storage Device



Memory Cards

Storage Device



External Hard Drive

Storage Device



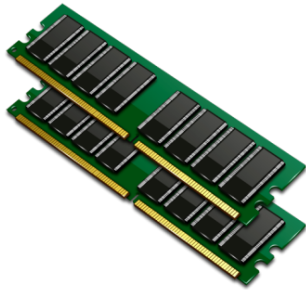
Graphing Tablet

Input Device



Game Controller / Joy Stick

Input Device



RAM (Random Access Memory)

Storage Device



Digital Card Reader

Input Device