FREE ACTIVITY SHEET · AGES 8–12

Parts of a Computer

Input devices send information into the computer, like a keyboard, a mouse or a microphone.

Output devices show information back to you, like a screen, speakers or a printer.

The CPU is the brain that follows instructions. RAM is short-term memory and is cleared when the computer turns off. Storage keeps your files even when the computer is off.

Try it: label the computer

- Draw a computer. Label 5 parts: keyboard, screen, CPU, RAM, storage.
- Match each part to its job: remembers files / follows instructions / shows pictures.