Computing devices

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| **Question** | **Answer** | **Total marks** |
| 1a | One mark per bullet   * select items (e.g. on a menu) * drag and drop items (e.g. put a file in a folder) * control a tool (e.g. a brush in a drawing application) scrolls through a page. | 3  (AO2) |
| 1b | Monitor/Screen | 1  (AO1) |
| 1c | One mark per bullet   * They use symbols on each of the keys, such as type of hot drink…. * This makes it a fast input method for staff to register orders. | 2  (AO2) |
| 1d | One mark per bullet   * Scanner * Digital camera * Graphics tablet | 3  (AO1) |
| 1e | One mark per bullet   * Microphone * MIDI keyboard * Mobile phone/Smartphone/Tablet | 2  (AO1) |
| 1f | Laser printer   * …. prints faster than an ink-jet printer and the print quality is better. * …...they are more economical per printed page. * …...suitable for businesses like Jessica’s * …...a lot of printing is done and where quality is important. | 2  (AO2) |
| 1g | One mark per bullet   * Prints out in a vector graphic format/clearer image quality.   Produces large scale drawings/large signs/posters (suitable for a coffee shop) | 2  (AO2) |
| 2 | One mark for identifying suitable device, one mark for suitable expansion.   * Mouse (1) so they can drag and drop assets for the game into the correct folders (1) * Gaming mouse (1) to test how the game works when controlled by a mouse (1) * Keyboard (1) to write up the production schedule for the game (1) * Scanner (1) to digitise physical documents such as a storyboard design of the game. (1) * Joystick (1) to test the controls required to play the game. (1) * Microphone (1) could be used to record voice actors for characters in the game. (1) * MIDI keyboard (1) could be used to record sounds that will be added to the game during the editing process. (1) * Webcam (1) to set up virtual meetings and get feedback on the game/to plan what the game will look like. (1) * Digital camera (1) to capture photos that could be edited and uses an asset in the game. (1) | 6  (AO2) |