

Words are placed backwards, forward, diagonally, up and down. Clues listed below can help you find the words. Circle the hidden vocabulary words in the maze.

B	I	T	-	M	A	P	P	E	D	F	C	K	Q	B	R	V
A	X	E	X	H	Z	J	W	D	G	I	O	C	S	I	T	J
C	J	V	T	R	L	C	F	O	I	R	M	G	W	N	G	R
C	V	I	C	A	Z	H	T	C	G	M	P	W	X	A	T	V
E	B	T	R	N	Q	A	F	E	A	W	U	T	M	R	T	G
S	P	A	H	D	H	R	K	N	B	A	T	E	X	Y	M	I
S	N	R	A	O	Q	A	M	I	Y	R	E	C	P	T	N	Q
T	W	A	R	M	T	C	W	H	T	E	R	A	W	F	S	D
I	X	L	D	A	Z	T	E	C	E	D	Y	F	O	W	O	B
M	L	C	W	C	Y	E	T	A	C	A	X	R	A	H	F	M
E	P	E	A	C	F	R	Y	M	D	T	M	E	L	N	T	Z
A	D	D	R	E	S	S	B	I	T	A	G	T	U	P	W	B
W	T	N	E	S	H	E	V	N	T	B	Z	N	M	D	A	D
X	H	X	M	S	M	T	T	I	W	Z	B	I	T	C	R	W
C	S	I	D	Y	P	P	O	L	F	V	W	X	K	Q	E	N
R	T	X	X	M	D	N	Q	S	R	M	E	U	H	C	D	Z
D	E	S	K	T	O	P	P	P	Q	T	P	C	D	R	O	M

1024 Megabytes => (1024 x 1024 x 1024) bytes (8)

Arithmetic and Logic Unit - part of the CPU which carries out calculations and logical operations - AND, OR, NOT (3)

Compact Disc Read Only Memory (5)

Windows, Icons, Mouse, Pull down menus => a GUI (4)

a binary digit => 0 or 1 => the smallest amount of information that a computer can store. (3)

a duplicate or copy of files stored on magnetic disc or tape, etc. (6)

a group of eight bits (4)

a unique number which identifies each memory location (7)

all the characters that make up a language (12)

an electronic machine that stores and processes data (8)

base two number systems - has two symbols => 1 and 0 (6)

binary code which can be processed immediately by the processor (11)

collective name for programs (8)

common, portable, cheap, magnetic storage media => 3.5" 1.44Mb (10)

images represented by an array of pixels on the screen (10)

items are read directly/immediately (12)

non-procedural programming language where you state what has to be done NOT how to do it. (11)

number, digits, etc. operated on by a computer (4)

software stored on a microchip (ROM) (8)

term used to describe a category of computer => e.g. a PC (7)

the physical parts of a computer system (8)

the time taken to retrieve data from a backing storage device (10)

when data makes sense to us, it becomes information (11)

where two things meet => e.g. people/people or people/computer or computer/peripheral, etc. (9)

words, numbers, special characters, etc. (4)