

# Devices in your home

Identify and explore different peripheral devices that can be connected to digital systems in your home.

30–60 MINS

EASY

AGES 8-10

ACTIVITY TYPE: EXPLORATION



Image source: DT Hub

# You will need ...

- Plain paper or the [activity template to print out](#)
- Pen or pencil

## Optional:

- Camera
- Scissors and glue

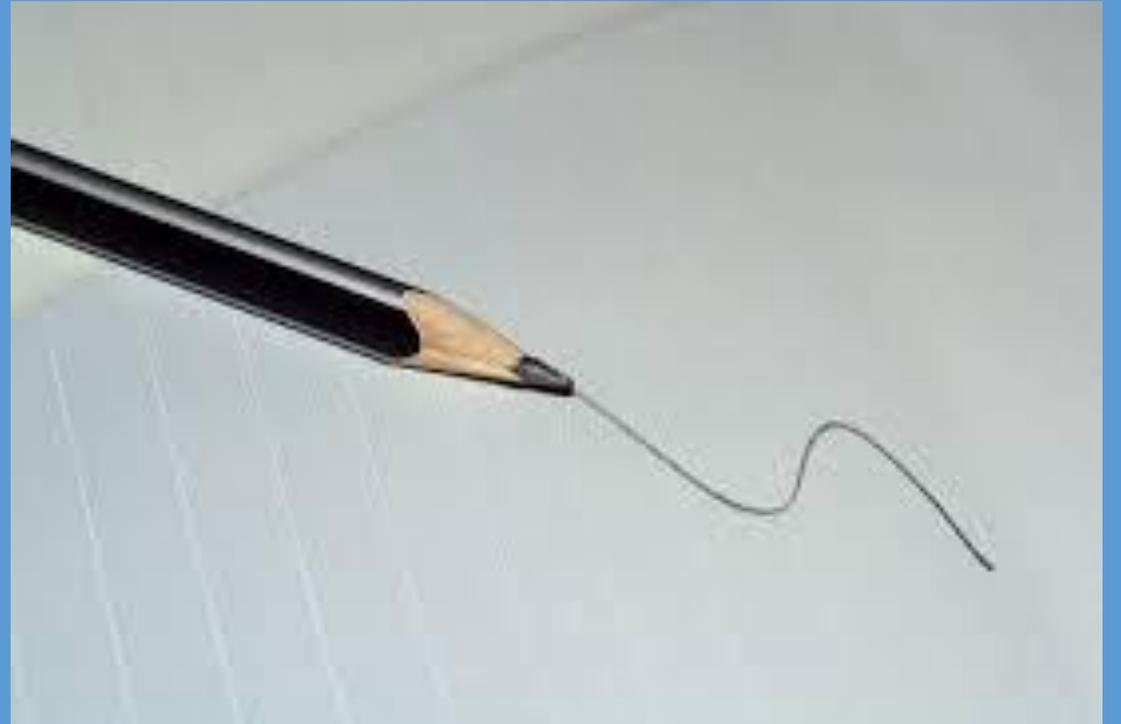


Image source: [https://commons.wikimedia.org/wiki/File:Pencil\\_scribbling\\_on\\_paper.JPG](https://commons.wikimedia.org/wiki/File:Pencil_scribbling_on_paper.JPG)

# About the activity

This activity is designed for you and your child to explore some commonly used peripheral devices around your home.

As a family you can investigate how these elements work together with digital systems and determine if they are input, output or storage devices.



Image source: DT Hub

# Peripheral devices: What are they?

A peripheral device connects to a computer system to add functionality.

There are three types of peripheral devices:

1. input devices (eg keyboard)
2. output devices (eg printer)
3. storage devices (eg memory stick).

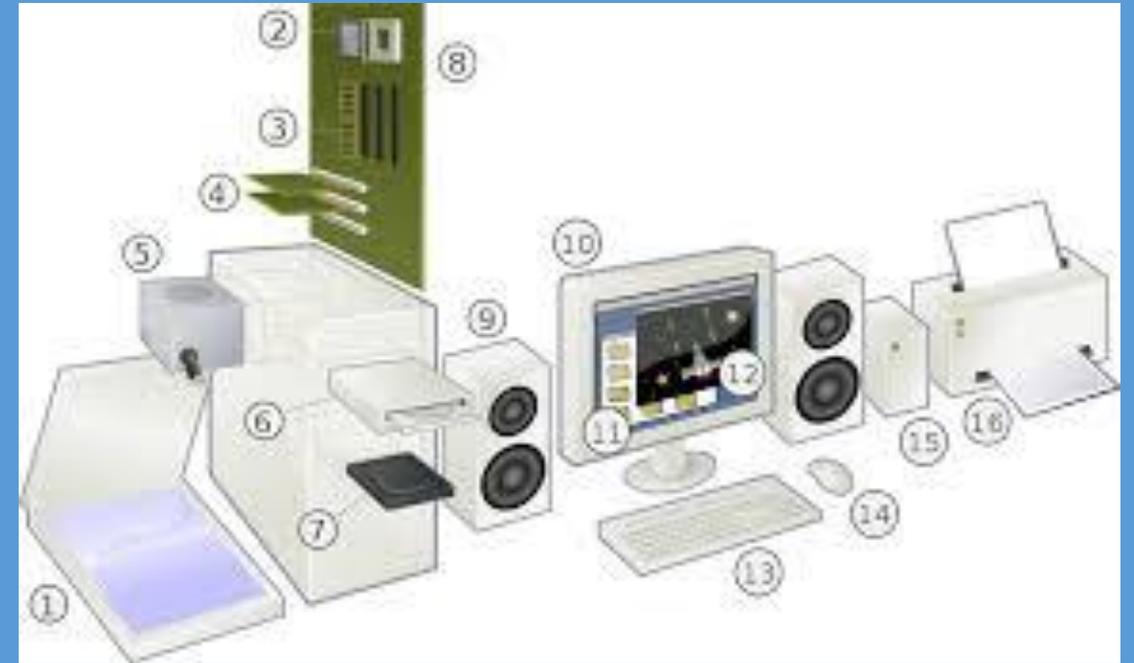


Image source: [https://commons.wikimedia.org/wiki/File:Personal\\_computer,\\_exploded\\_6.svg](https://commons.wikimedia.org/wiki/File:Personal_computer,_exploded_6.svg)

# 1 Let's get started

Talk as a family about the technological devices that you have around your house.

Make a list of the devices you come up with.

**Tip:** If you are stuck, look at the [PDF template](#) to start the discussion with your family.



Image source: <https://pixabay.com/en/photos/peripheral%20devices/>

## 2 What's next?

Walk around your house with your child and find the items from the list you brainstormed in Step 1.

Have your child draw each item when they find it. Alternatively, they could take a picture using a camera or smart phone.

**Tip:** If you take photographs of the items, work together with your child to connect the device to the computer and print the photos out to stick onto the handout.

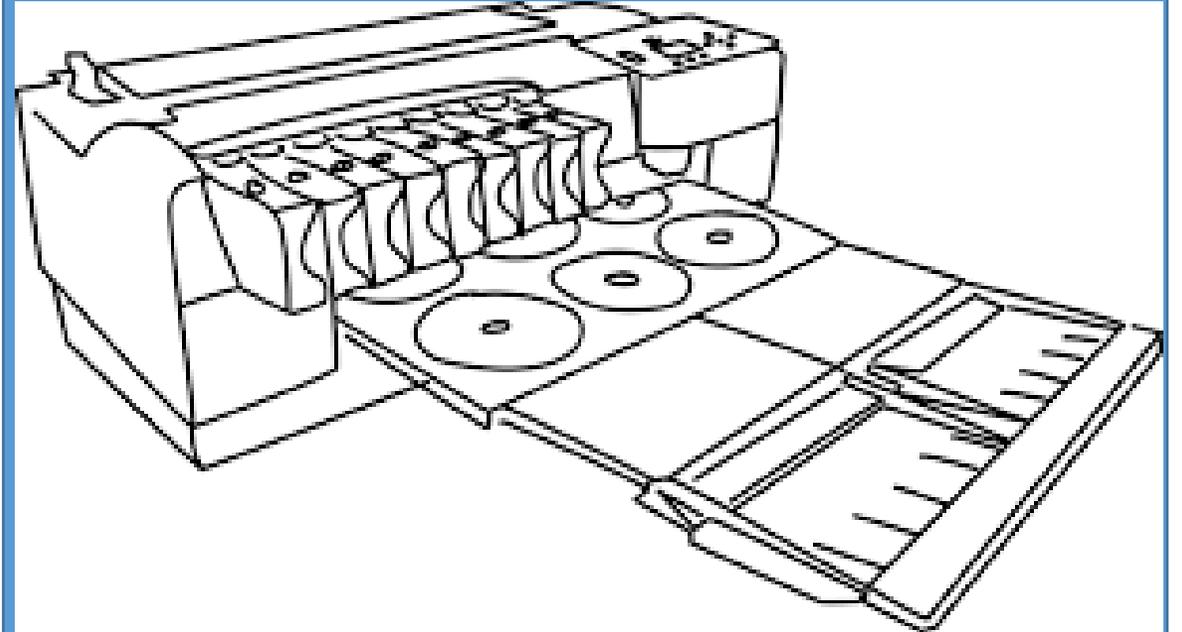
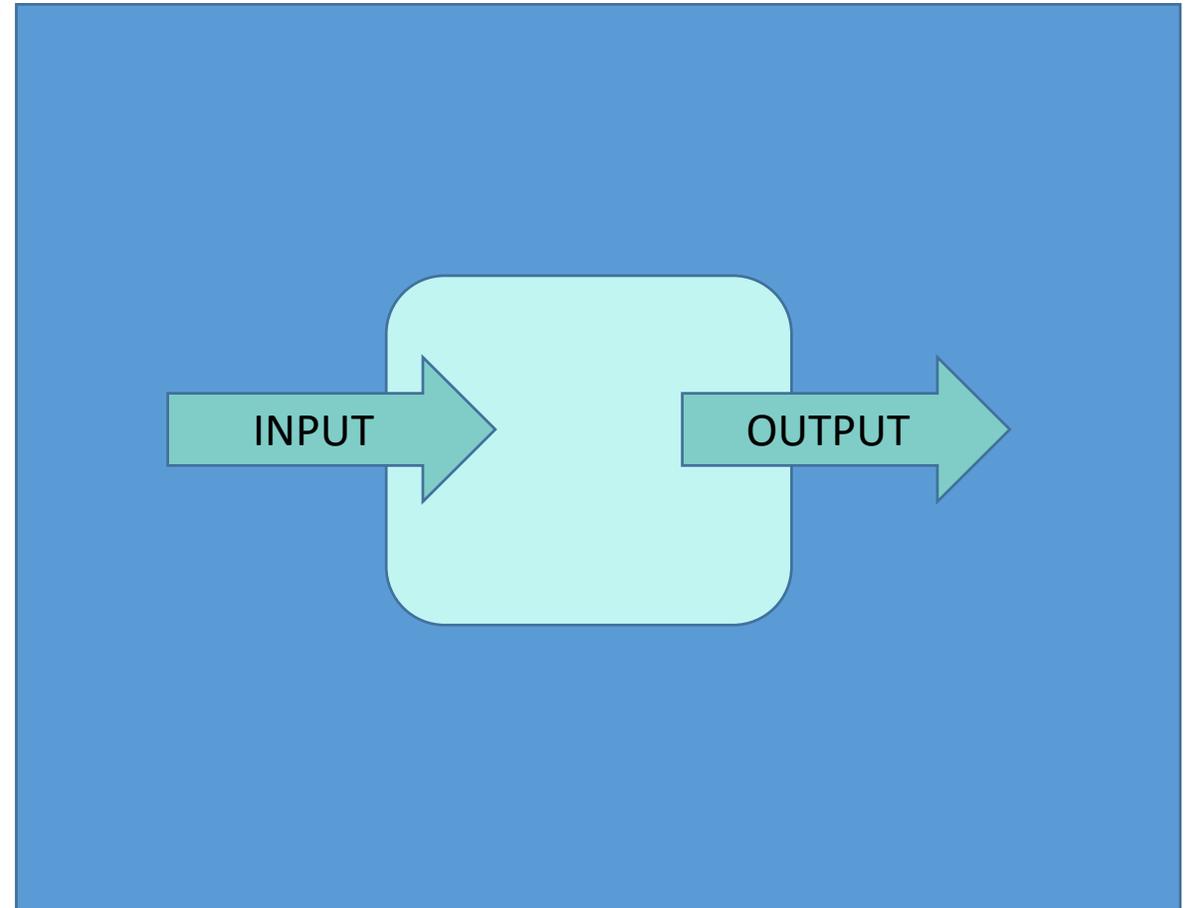


Image source: <https://pixabay.com/en/photos/printer>

# 3 Congratulations!

When you have located all the items, come back to the table to discuss each peripheral device you found. Decide whether they are input, output or storage devices.

**Tip:** Refer to the [Peripheral devices: What's that?](#) page for tips on identifying different devices.



# Further information

You might like to explore other types of digital systems (eg hardware and software) with your child.

Start by asking if they know the difference between hardware and software.

You could repeat the peripheral device activity, identifying and discovering examples of hardware and software around the house.

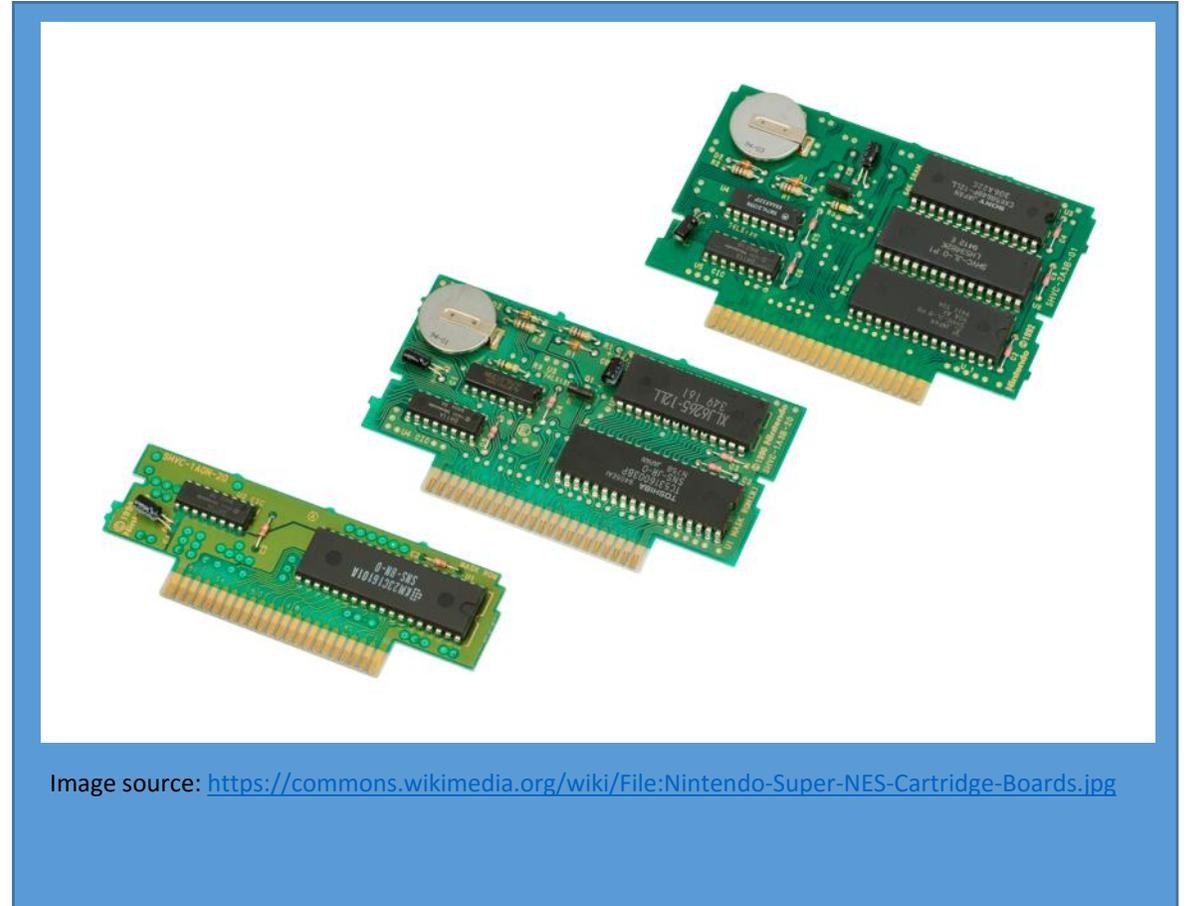


Image source: <https://commons.wikimedia.org/wiki/File:Nintendo-Super-NES-Cartridge-Boards.jpg>

# Resources

For Step 2, create your own template, or download the PDF template from the Digital Technologies Hub website.

If you do not have an item on the template in your house, discuss what it is with your child. You may like to show them a picture on the internet of the item.

<b>Keyboard</b>	<b>Television</b>	<b>Mouse</b>	<b>Mobile Phone</b>
Input Output Storage	Input Output Storage	Input Output Storage	Input Output Storage
<b>Memory Stick</b>	<b>Head Phones</b>	<b>Printer</b>	<b>Camera</b>
Input Output Storage	Input Output Storage	Input Output Storage	Input Output Storage
<b>Speakers</b>	<b>Monitor</b>		
Input Output Storage	Input Output Storage	Input Output Storage	Input Output Storage

# Why we are learning about this

A 'digital system' may include hardware, software, networks and their use. There may be many different components in one system; for example, a computer has a central processing unit, a hard disk, keyboard, mouse, screen etc.

A 'peripheral device' is a digital component that can be connected to a digital system; for example, a digital camera or printer.

In a technologically driven world, it is critical to the wellbeing and sustainability of the economy, the environment and society, that students understand digital systems and how they are transforming learning, recreational activities, home life and work.

Find out more [here](#)