**Representing a Computer System as a Block Diagram**

**BRONZE Challenge**

When someone uses a computer to play a (1)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, an input device such as a (2)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ or a (3)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is used to (4)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ how the character(s) move and perform (5)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, such as firing a weapon.

The computers (6)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ will store data temporarily about the progress of the game being played including (7)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ or (8)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, which the (9)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ will then process.

An output device, such as a (10)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, (11)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ data from the processor and displays this so that the (12)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ can see what is actually happening in the game.

When the user is ready to stop playing the data is (13)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ to (14)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

 **Word Bank**

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| actions character health computer game control current score keyboard main memory monitor mouse processor (CPU) receives saved storage user |