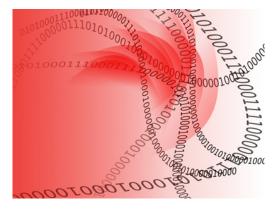
KS3 ICT Quiz Data

Education Quizzes

What is Data? Characters and symbols might be data. Computers are designed to process data so it is important to understand what 'data' is and how it is different to 'information'.

See how much you know in the following ICT quiz about data.



1. Data is...

- [] a character in a science fiction TV series
- [] letters, numbers or characters with meaning
- [] letters, numbers or characters with no meaning
- [] stored numbers

2. A storage location contains the digits - 31122012.

- [] This might be a piece of data
- [] This is a date
- [] This is certainly a piece of information
- [] None of these

3. Data is stored by computers in locations called...

- [] bikes
- [] binaries
- [] bytes
- [] byttes

4. Computers use binary code to store data because...

- [] binary code is more reliable
- [] binary code is much faster
- [] binary code takes up less space
- [] electronic circuits can only be 'on' or 'off'

5. In most computers how many 'bits' make up a 'byte'?

- []8
- []9
- [] 32
- []36

6. Which is not a measure of storage size?

- [] Megabyte
- [] Gigabyte
- [] Terabyte
- [] Kilabyte

7. Data enters a computer...

- [] before processing but after the entry stage
- [] during the entry stage
- [] during the input stage
- [] during the processing stage

8. Data entered should be 'validated'. This means...

- [] it should be checked to make sure it contains no errors
- [] it should be checked to make sure it is correct
- [] it should be checked to make sure it is sensible
- [] it should be entered in small batches

9. Data entered should be 'verified'. This means...

- [] it should be checked for viruses
- [] it should be checked to make sure it is completely accurate
- [] it should be checked to make sure it is entered correctly
- [] it should be checked to make sure it is reasonable

10. Which is not a means of entering data into a computer?

- [] Bar-code reader
- [] Keyboard
- [] Monitor
- [] Scanner

Answers

Education

KS3 ICT Quiz Data

1. Data is...

- [] a character in a science fiction tv series
- [] letters, numbers or characters with meaning
- [x] letters, numbers or characters with no meaning
- [] stored numbers

Data turns into information when it is analysed

2. A storage location contains the digits - 31122012.

- [x] This might be a piece of data
- [] This is a date
- [] This is certainly a piece of information
- [] None of these
- Looks like a date but really could be almost anything

3. Data is stored by computers in locations called...

- [] bikes
- [] binaries
- [x] bytes
- [] byttes

Bite or bites are alternative spellings

4. Computers use binary code to store data because...

[] binary code is more reliable

- [] binary code is much faster
- [] binary code takes up less space

[x] electronic circuits can only be 'on' or 'off'

A circuit which is 'on' represents '1', 'off' represents '0'

5. In most computers how many 'bits' make up a 'byte'?

- [x] 8
- []9
- []32
- []36

The 'expected' answer - not the only correct answer!

6. Which is not a measure of storage size?

- [] Megabyte
- [] Gigabyte
- [] Terabyte
- [x] Kilabyte

7. Data enters a computer...

- [] before processing but after the entry stage
- [] during the entry stage
- [x] during the input stage
- [] during the processing stage

Remember the order - input, processing then output

8. Data entered should be 'validated'. This means...

- [] it should be checked to make sure it contains no errors
- [] it should be checked to make sure it is correct
- [x] it should be checked to make sure it is sensible
- [] it should be entered in small batches

Validation is checking for sensible, reasonable data

9. Data entered should be 'verified'. This means...

- [] it should be checked for viruses
- [] it should be checked to make sure it is completely accurate
- [x] it should be checked to make sure it is entered correctly
- [] it should be checked to make sure it is reasonable

Entering a password twice is a common example

10. Which is not a means of entering data into a computer?

- [] Bar-code reader
- [] Keyboard
- [x] Monitor
- [] Scanner