The History of Computers

Computers are everywhere in our daily lives. They are on our desks, on our laps, in our cars and in our phones. A smartphone is really just a tiny kind of computer.

What computers can do

Computers can store information, do maths, play films and music and send e-mails. You can play games on them too.

Early computers

Early computers were huge. They were the size of a large room! They were also very expensive and needed a lot of electricity.

Early computers could do only one simple thing. Then in the 1930s, a man called Alan Turing had an idea. People sometimes call Alan Turing the 'father of computer science.' His idea was to programme a computer so that it could do lots of different things.
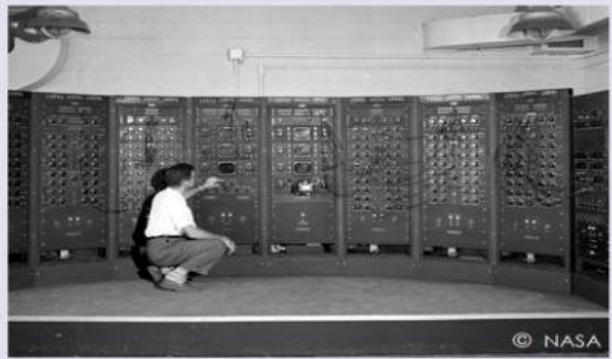
The microchip

In 1958, Jack Kilby invented the microchip. Microchips are like tiny plates which can store lots of information. After the microchip was put into computers, they became much smaller.

Computers at home

By the 1970s, computers became cheaper, so ordinary people could afford to buy them. In the 1980s, computer games started to become popular. Lots of people bought computers just because they wanted to play computer games!

The World Wide Web

In 1989, Tim Berners-Lee invented the World Wide Web, a way of organizing information on the Internet through websites. So people could use their computers to look for and share information.

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3 Read and match.

Match each of the sentence halves on the left with one on the right.

1	A smartphone is	a	as big as a room.
2	Early computers were	b	in the 1980s.
3	The 'father of computer science' was	c	a lot of information.
4	People started to like computer games	d	the Internet.
5	A microchip can store	e	Alan Turing.
6	The World Wide Web is different from	f	a very small computer.