

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.

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

- 1024 Gigabytes. (8)
- 1024 Kilobytes. (8)
- 1024 Megabytes. (8)
- 1024 bytes. (8)
- A binary digit, either one (1) or zero (0). (3)
- A group of eight bits. (4)
- A list of all the characters which a computer can process and store (or which can be produced by a keyboard). (12)
- A list of instructions which tell the processor what to do. (7)
- A tiny dot used to make up a picture on the screen. (6)
- American Standard for Information Interchange. (5)
- Having only two states, counting using only two digits, 1 and 0. (12)
- Memory locations within the processor. (9)
- Part of the processor which controls the running of a program. (11)
- Printer, plotter, LCD screen, (13)
- Punctuation characters and symbols. (17)
- The amount of detail which can be shown on a screen - measured in dots per inch (dpi). (10)
- The memory of a computer system (ROM and RAM), linked to the processor. (10)
- The number of storage locations available in a computer system. (14)
- The number system used by a computer system. (6)
- The numeric and alphabetic characters together. (12)
- The part of the computer system which carries out the process. (9)
- The processor's own language made up of binary numbers (0 and 1 only). (11)
- This has two values, 0 and 1, so has only two storage locations. (14)