Year 5 Computing - Programming

Selection in physical computing

Vocabulary
Microcontroller
Crumble controller
Components
LED
Sparkle
crocodile clips
Connect
battery box
Program
Repetition
infinite loop
output devices
motor
count-controlled
loop
Switch
condition

To design a physical project that includes selection, by writing a program that connects a simple circuit to a computer which includes count-controlled loops.
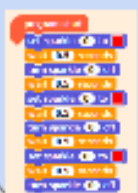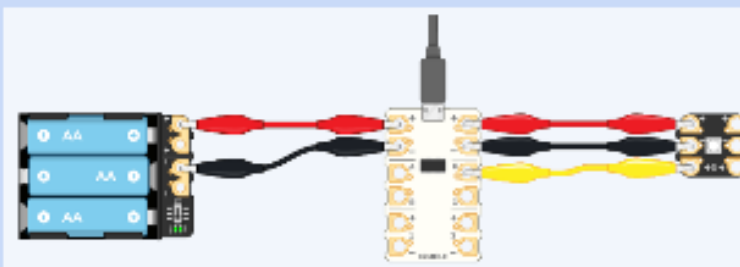

Crumble

Sparkle
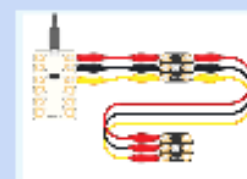

Battery Pack

Programming

Motor

Push switch

Connecting Crumble, Battery Pack and Sparkle (compnents)

how to connect the additional components to the crumble

Push switch used as an input for a crumble controller and therefore used in condition statements