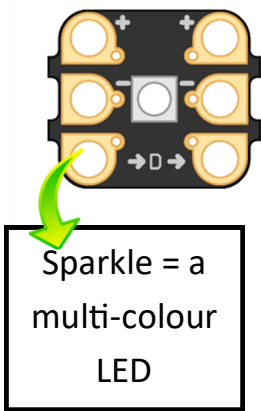
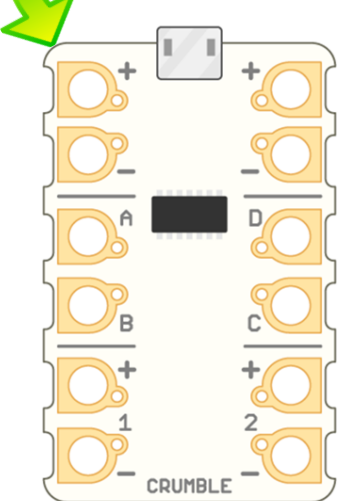


Programming A: Selection in Physical Computing Year 5

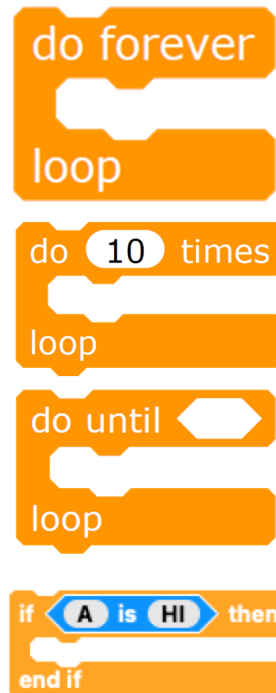
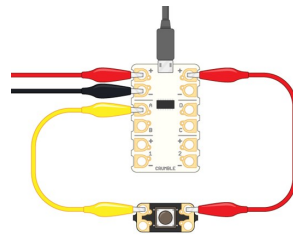
What should I already know?

- The difference between infinite and count controlled loops for repetition in programming
- How to program shapes and simple games in Scratch
- Examples of different inputs and outputs
- Be familiar with reading code snippets, code and trying to debug
- Basic understanding of circuits (Science: electricity unit)

Microcontroller = a programmable device that can control outputs and respond to inputs.



HI = the crumble circuit has been completed



Key Concepts

Programming



Repetition



Selection



Inputs & Outputs



Control



Debugging



Persevering



Tinkering



Condition = a statement that can only be **TRUE** or **FALSE**, or a question that can only be answered **YES** or **NO**