Knowledge Mat- Selection in Physical Computing - Autumn 2

Sticky Knowledge

- ❑ I know how to create and control a simple circuit.
- ❑ I know how to connect a simple circuit to a microcontroller.
- ❑ I know the purpose of an infinite loop.
- ❑ I know how to design a program to include count-controlled loops.
- ❑ I know why a loop will stop when a condition is met and how to repeatedly check this.
- ❑ I know how to design a conditional loop.
- ❑ I know that a condition being met can start an action.
- ❑ I know how to identify a condition and an action in my project.
- ❑ I know how to direct the flow of the program by using statements.
- ❑ I know the steps of designing, creating and describing my project.
- ❑ I know how to test and debug my project.

Subject Specific Vocabulary

microcontroller	A programmable device that can control outputs and respond to inputs.
components	A part or element of a larger whole.
connection	An action of linking one thing with another.
infinite loop	This commands the instructions to repeat forever.
count-controlled loop	Commands that are repeated for a specific number of times.
output	The signals sent.
input	The signals received.
switch	An input for a controller.
repetition	To do or say something again.
condition	A statement that can only be true or false.
Sparkle	A multicolour LED designed to work with Crumble.
Crumble	An electronic controller that controls outputs and responds to inputs.
selection	A part of a program where if a condition is met, a set of commands are run.





