

5	3	Programming A – Selection in physical computing	1	-To control a simple circuit connected to a computer	<ul style="list-style-type: none"> - I can create a simple circuit and connect it to a microcontroller - I can explain what an infinite loop does - I can program a microcontroller to make an LED switch on
5	3	Programming A – Selection in physical computing	2	-To write a program that includes count-controlled loops	<ul style="list-style-type: none"> - I can connect more than one output component to a microcontroller - I can design sequences that use count-controlled loops - I can use a count-controlled loop to control outputs
5	3	Programming A – Selection in physical computing	3	-To explain that a loop can stop when a condition is met	<ul style="list-style-type: none"> - I can design a conditional loop - I can explain that a condition is either true or false - I can program a microcontroller to respond to an input
5	3	Programming A – Selection in physical computing	4	-To explain that a loop can be used to repeatedly check whether a condition has been met	<ul style="list-style-type: none"> - I can explain that a condition being met can start an action - I can identify a condition and an action in my project - I can use selection (an 'if...then...' statement) to direct the flow of a program
5	3	Programming A – Selection in physical computing	5	-To design a physical project that includes selection	<ul style="list-style-type: none"> - I can create a detailed drawing of my project - I can describe what my project will do - I can identify a real-world example of a condition starting an action
5	3	Programming A – Selection in physical computing	6	-To create a program that controls a physical computing project	<ul style="list-style-type: none"> - I can test and debug my project - I can use selection to produce an intended outcome - I can write an algorithm that describes what my model will do