Computing

Lesson 4: Starting with Selection

Selection In Physical Computing

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Materials from the Teach Computing Curriculum created by the National Centre for Computing Education

Task 1 - Conditions and actions

Write **do until** instructions for the following:

1. Flash the Sparkle red and blue. Stop when the button is pressed
2. Switch the Sparkle green and then off every second. Stop when the button is pressed.
3. Wait. Stop waiting when the button is pressed.

Do until _____

_____

Task 2 - If... Then...

Write If... Then... statements for some decisions you might make. You may use the ideas below or think of your own.
1. When to get up
2. When to eat something
3. When to put a coat on

If ...

   Then...

Task 3 - Complete the algorithm

Task: Create a light pattern using two Sparkles that starts with selection. The first part has been started for you. You can continue the algorithm below.

If _____

    Then turn Sparkle__ to _____

    Turn Sparkle __ to _____

    Pause for __ seconds

    Turn Sparkle __ to _____

Task 4 - Using inputs

Write a program to implement the algorithm constructed earlier in the lesson.

Remember that the program needs to keep checking if the button is pressed.
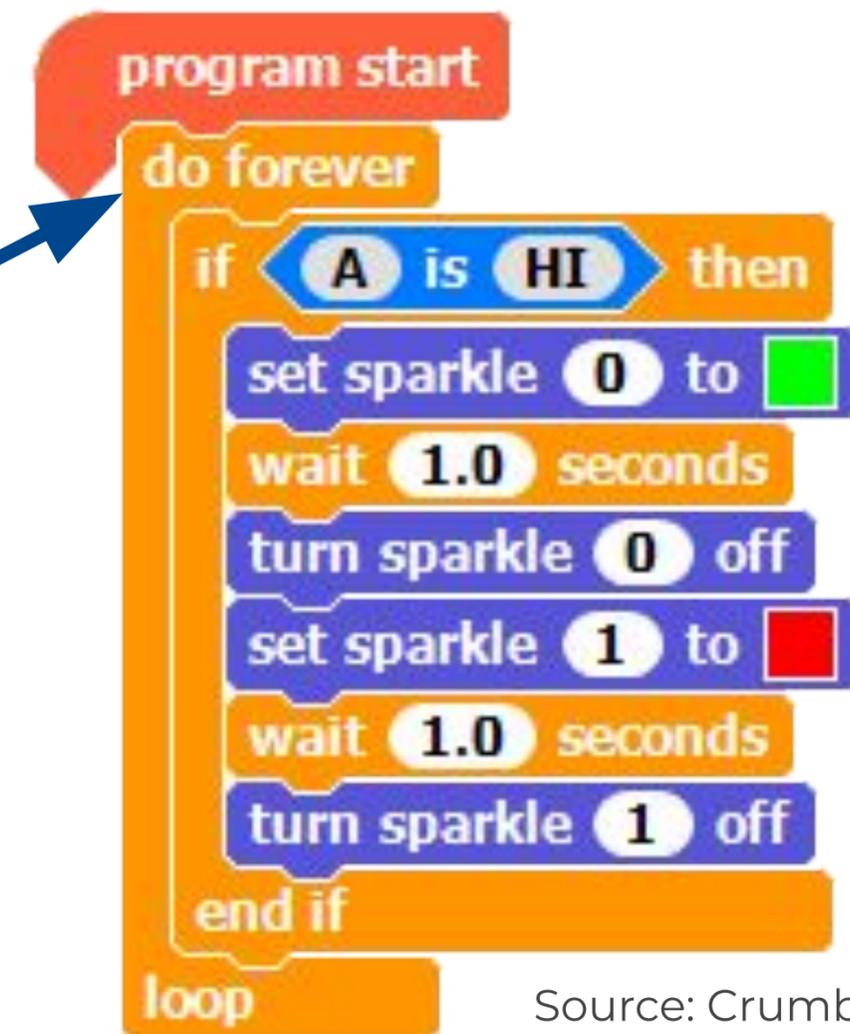
Source: Crumble software