Lesson 2: Combining Output Devices

Computing

Selection In Physical Computing

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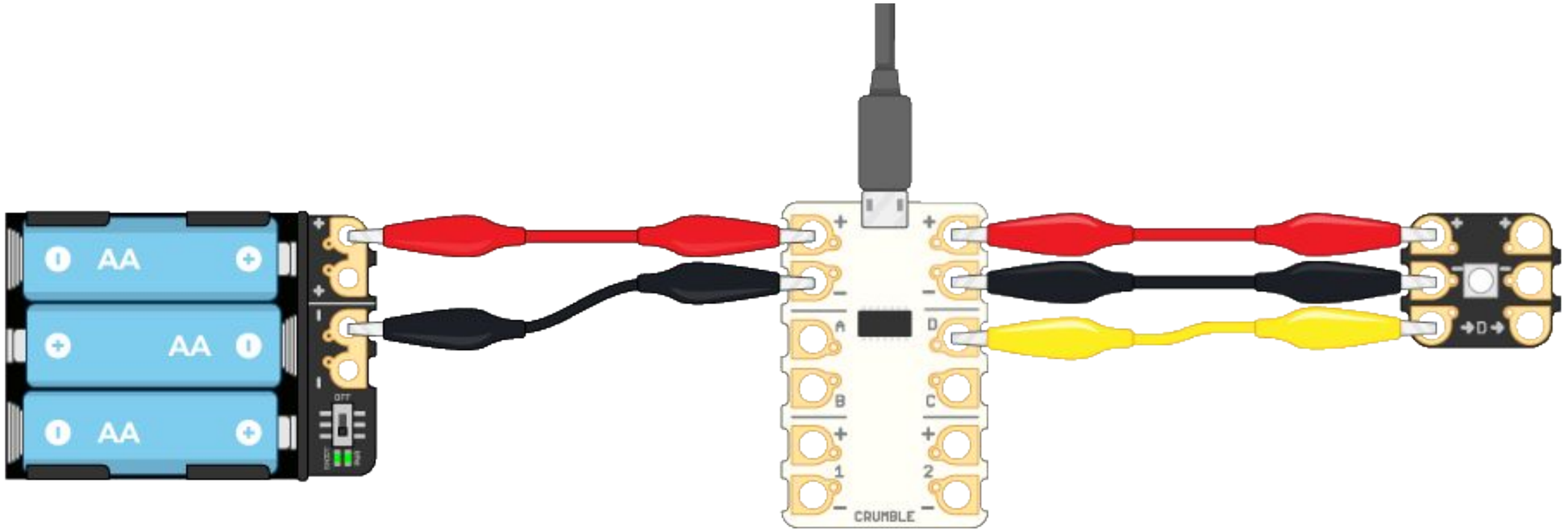
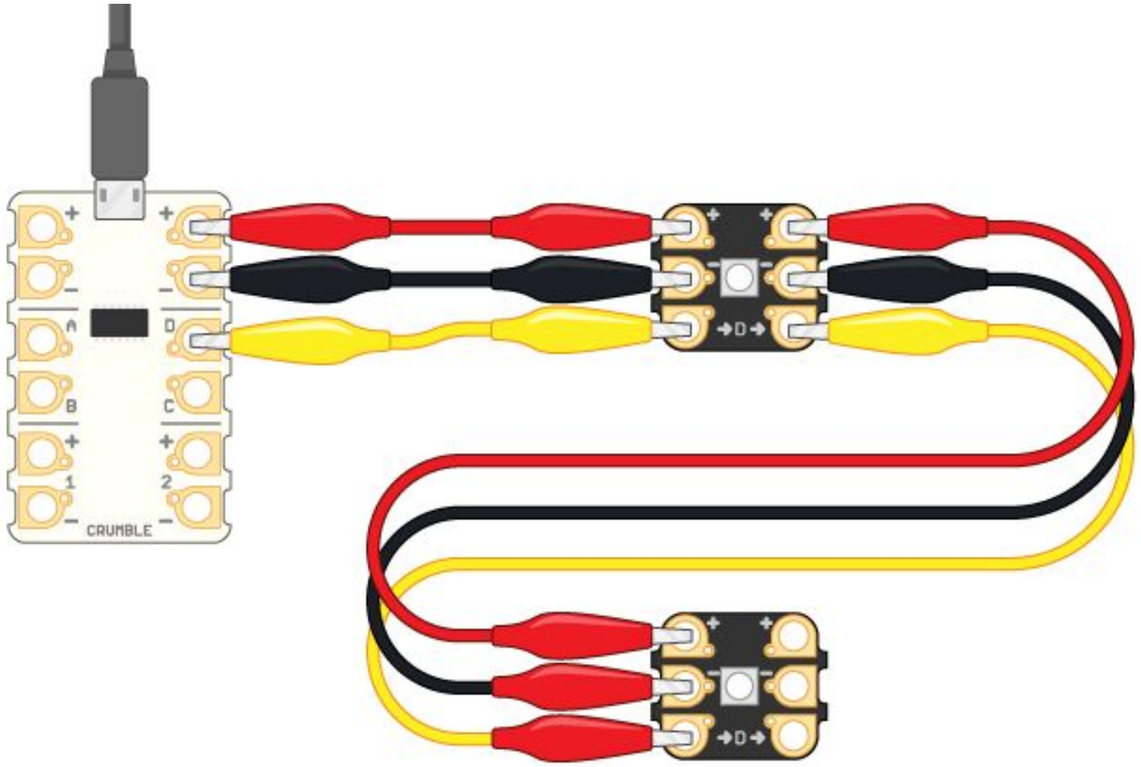
Materials from the Teach Computing Curriculum created by the National Centre for Computing Education

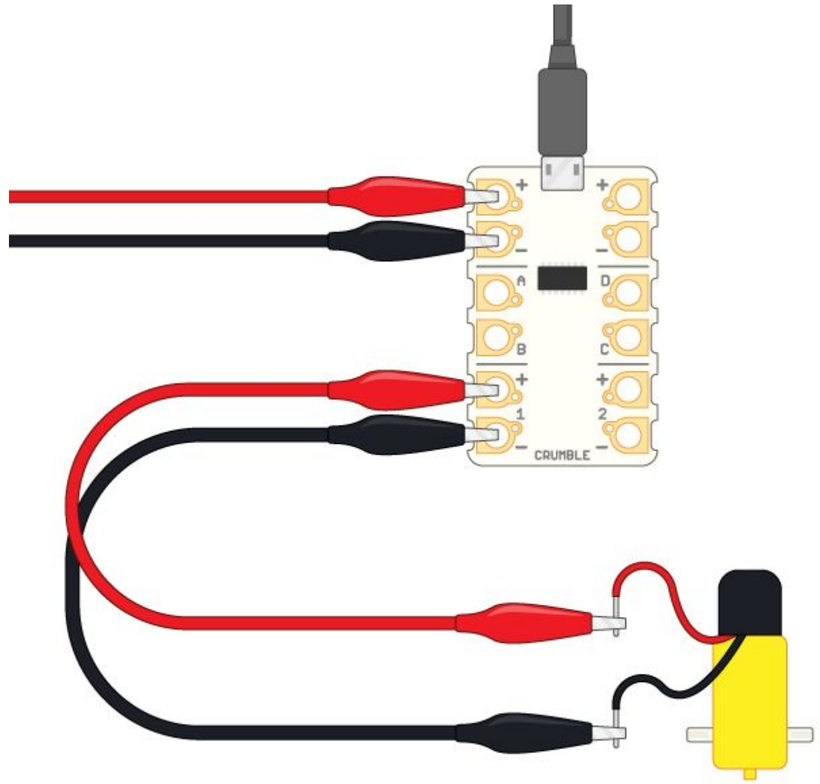
Task 1 - Connections



Ensure the Crumble and Sparkle are the same way around as the picture above.

Task 1 - Connections





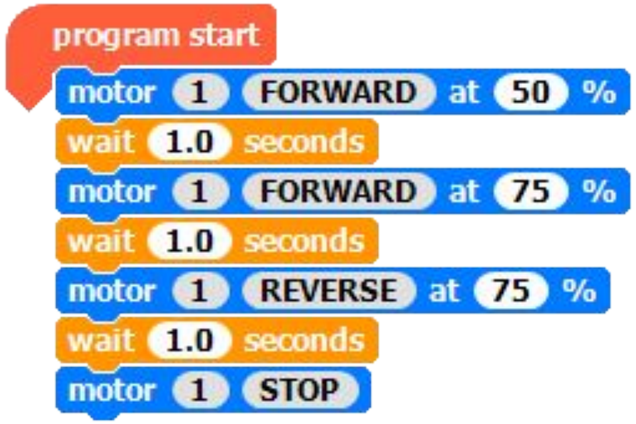
Connect at least two output devices to the Crumble Controller.

Task 2 - Controlling output devices

Program 1

Program 2

Program 3



Program 4

Source: Crumble software

What happened when you ran each program?

Task 3 - Sequence outputs

Task : **Use two different output devices to create a light effect for a disco.**

Design:

- Choose between two flashing lights or a flashing light that moves using a motor.
- Select the commands for each output device.
- Put the commands in sequence.

Programming output devices

Which parts of this algorithm have been implemented in this program?

Note down the sequence.

Source: Crumble software

Sequence	Command
	Change sparkle 0 to green
	Change sparkle 0 off
	Pause for 1 seconds
	Pause for 1 seconds
	Change sparkle _ to _____
	Change motor 1 to clockwise. Set speed to 75%.
	Change motor _ to _____. Set speed to __%.
	Change sparkle _ to _____
	Change motor 1 off

Task 5 - Count Controlled loops

Create a program which includes at least one count controlled loop.

Source: Crumble software