Computing

Lesson 6: Making a step counter

Sensing

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

Step counter design

Task

To make a motivational step counter that can capture and display the number of steps you have taken. It should encourage you to keep going and congratulate you, when you're doing well.

Variables

Step

What will be displayed?

Circle which you will use.

Text Numbers Images

Describe them below

Display the number of steps.

Display 'Keep it up!' if steps are less than 30.

Display 'You're doing great' if steps are more than 30.

Step counter design

Algorithm

1. Set steps to 0

2. If shake is detected, change step by 1

3. When button B is pressed

   If steps is less than 30, say Keep it up

   If steps is greater than 30, say You're doing great!

Program flow