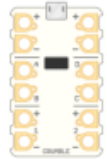


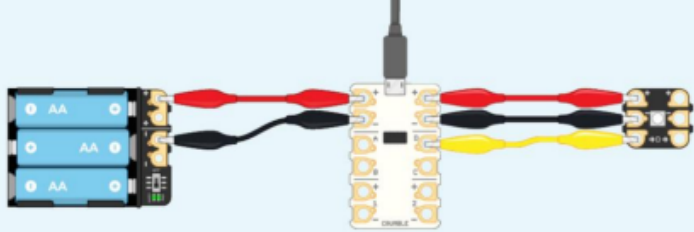



Computing - Selection, using Crumbles

Key Vocabulary & Knowledge		
Crumble Controller	A device for connecting & controlling inputs and outputs.	
Sparkle	A multi-coloured LED designed to work with Crumbles.	
Algorithm, Program, Code	Instructions for a computer to follow.	
(Code) Blocks	Individual units of instruction.	
Input	A device through which info. is put into a computer (e.g., button, mouse).	
Output	A device through which info. is shared by a device (e.g. screen, LED, buzzer).	
Using crocodile clips to connect a circuit		
Condition (Selection)	Code which uses 'if' (e.g., <i>If button A is pressed then ...</i>).	
Value	Data (numbers or letters) within a program.	
Variable	A named value that can be set and changed within a program.	
Debug	To correct errors (bugs) in a program.	

Previous learning:

This year group have used Micro:bits to make controllable lamps. They have also used Scratch, which is a similar language to the one used by Crumbles.

Final demonstration and sharing of learning:

Find an opportunity for children to show their models to others.

Online safety learning:

What devices do we use and how can we make sure security settings are appropriate?