



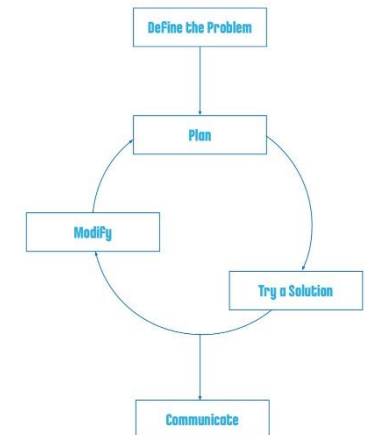
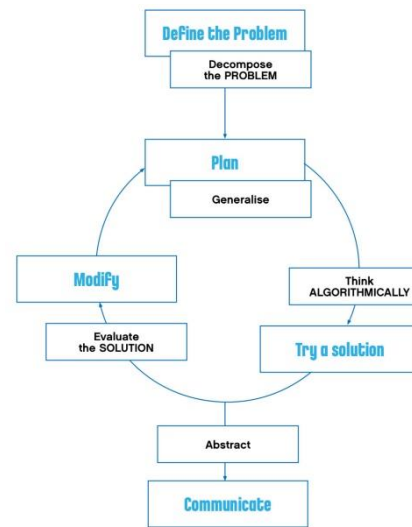
<b>Subject</b>	Computing	<b>Theme</b>	Digital Creativity WeDo	<b>Term</b>	4
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What should I already know?
<ul style="list-style-type: none"> <li>• How to build a LEGO model.</li> <li>• How to connect your model to a device.</li> <li>• How to program the snail to show a flash of light.</li> <li>• How to program a motor too turn at different speeds.</li> <li>• How to program a motor to turn for a set length of time.</li> <li>• How to program a motion sensor to detect motion.</li> </ul>

What should I know by the end of the unit?
<ul style="list-style-type: none"> <li>• How scientists and engineers can reach remote places.</li> <li>• How to create and program Milo the Science Rover.</li> <li>• How Milo can help discover a special plant specimen.</li> <li>• How to create and program Milo’s object-detector arm using the Motion Sensor Input.</li> <li>• How Milo has found the special plant specimen.</li> <li>• How to create and program Milo’s messaging arm using the Tilt Sensor.</li> <li>• How to create and program a device to move the plant sample.</li> </ul>

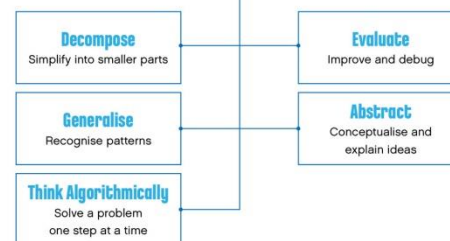
Computational Skills and Enquiry
<ul style="list-style-type: none"> <li>• To use Lego WeDo 2.0 to represent a sequential program design.</li> <li>• To use the design to write to the code for the program.</li> <li>• To design and write a program that simulates a physical system.</li> <li>• To combine a motor in a program with selection.</li> <li>• To debug simple programs.</li> <li>• To follow simple steps to create a physical system.</li> </ul>

Key Vocabulary	
device	The electronic element used to control the physical system. In this case it will be an iPad.
input	The commands and instructions the user puts “in” to the device.
model	The physical system made from Lego bricks that is controlled by the device.
motion	Movement carried out by the model, controlled by the commands on the device.
motion sensor	A physical element that can be added to a model. This detects motion.
motor	A physical element that can be added to a model. This allows the model or a part of model to move.
object-detector	A physical element that can be added to a model. This detects object collision.
output	The light/sound/movement that the model feeds “out” of the system.



**Computational Thinking**

Ways in Which We Solve Problems



**STEM Disciplines**

Science, Technology, Engineering, Mathematics, Computer Science

