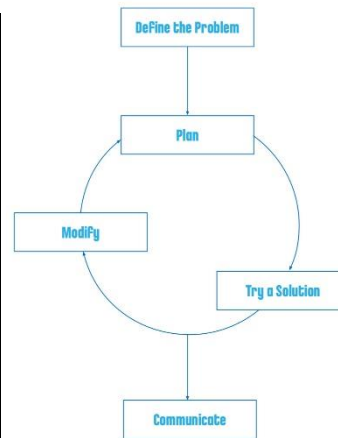




Subject	Computing	Theme	Digital Creativity WeDo	Term	6
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What should I already know?

- How to build a LEGO model.
- How to connect your model to a device.
- How to program the snail to show a flash of light.
- How to program a motor too turn at different speeds.
- How to program a motor to turn for a set length of time.
- How to program a motion sensor to detect motion.
- How to create and program Milo the Science Rover.
- How to create and program Milo’s object-detector arm using the Motion Sensor Input.
- How to create and program Milo’s messaging arm using the Tilt Sensor.
- How to create and program a device to move the plant sample.
- How to create and program a device that will sort recyclables according to their size and shape.
- How to build and program a truck to sort recyclable objects.
- How to modify the truck to sort the boxes
- How to use a motion sensor to sort



WeDo Projects completed

- Prevent Flooding
- Sending Messages

What should I know by the end of the unit?

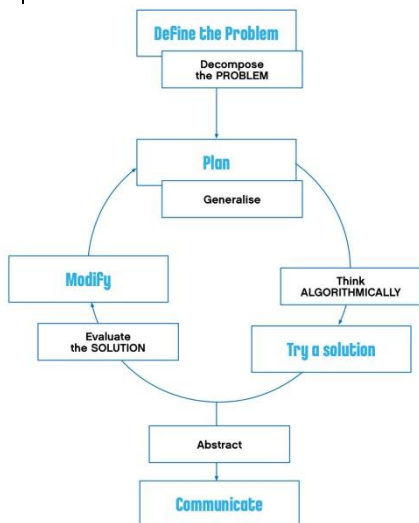
- Explore various ways that precipitation can change over seasons and how water can cause damage if it is not controlled.
- How to create and program a floodgate to control water level of a river.
- How to program a model to open and close responsively.

Computational Skills and Enquiry

- To use Lego WeDo 2.0 to represent a sequential program design.
- To use the design to write to the code for the program.
- To design and write a program that simulates a physical system.
- To combine a motor in a program with selection.
- To debug simple programs.
- To follow simple steps to create a physical system.

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

