Computing

Lesson 1: Connecting Crumbles

Connecting Crumbles
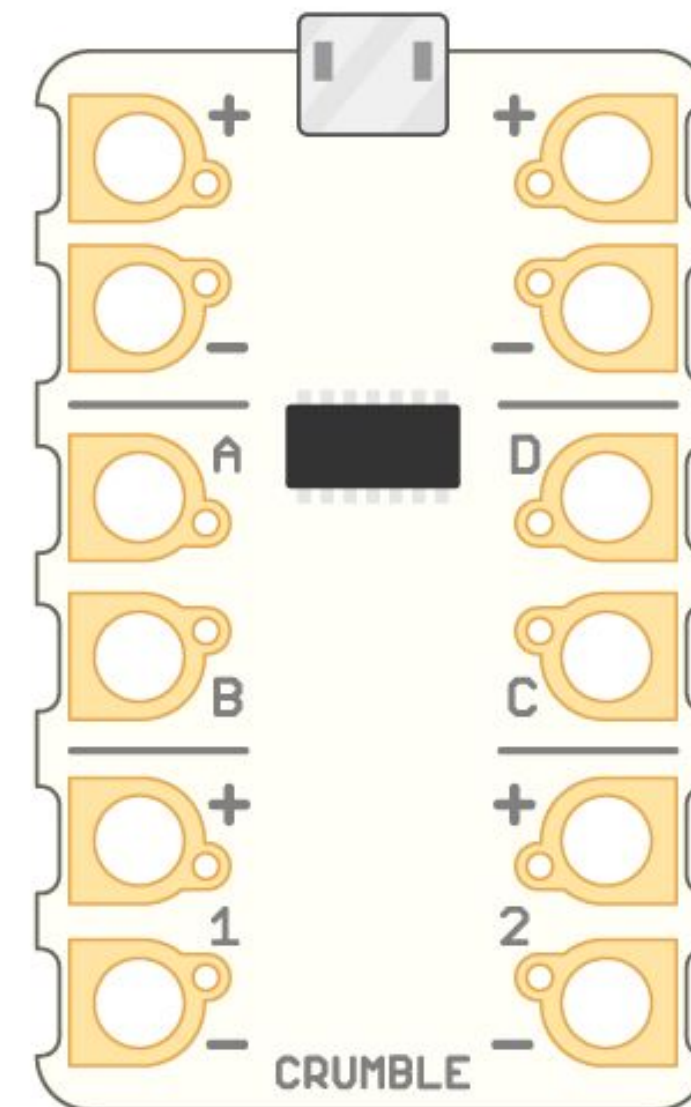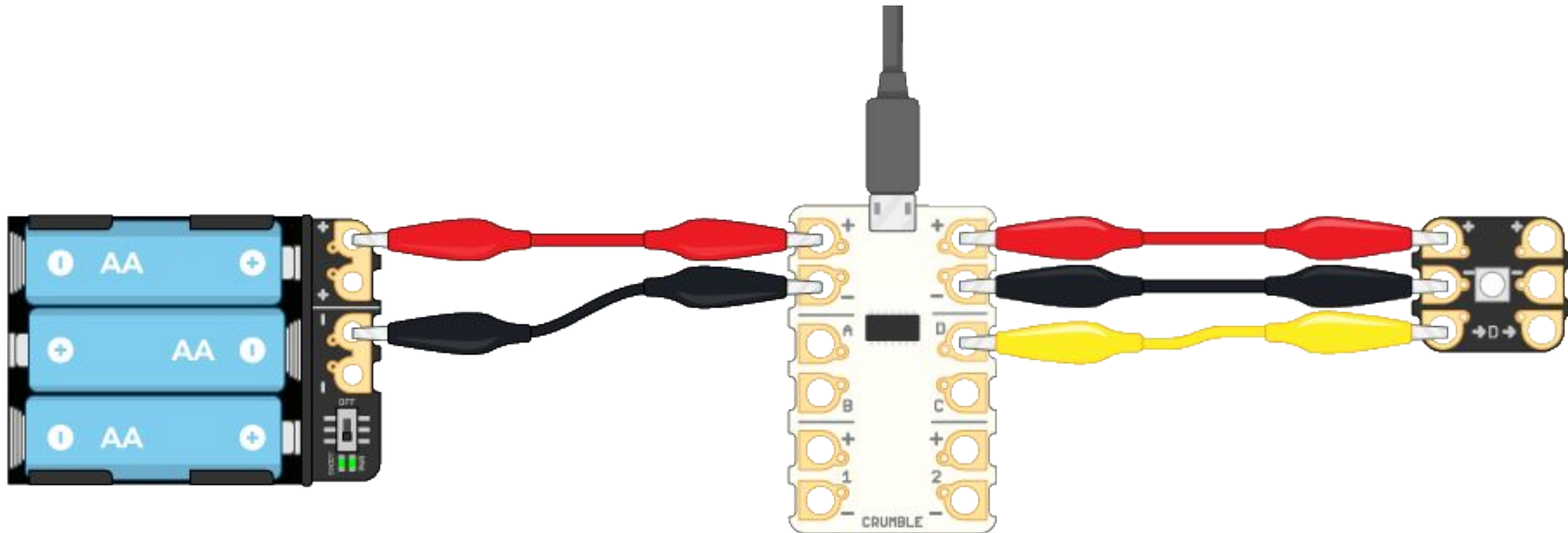
Andy Bush

Task 1 - Making observations

Look at the Crumble controller and note down any observations you make.

Task 2 - Connect the battery pack and sparkle

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

Task 3 - A first program

Open the Crumble software.

Add the program shown.

Run it on the Crumble.

Task 3 - A first program

After you've run the code and watched what happens think about how the program could be modified.

How do you think you would:

- Set the sparkle to a different colour.
- Wait for a different length of time.
- Flash a different number of times.

Task 4 - Modify a program

Change the program to make the sparkle light a different colour.

Also:

- Try changing how long the wait is.
- Try making the sparkle flash a different number of times.

After each change run the program to see what happens.

Task 5 - Forever flashing

Modify the program so the sparkle flashes continuously.

The command block needed can be found in basic menu.