

Computing

Lesson 3: Controlling with Conditions

Selection In Physical Computing

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¹ Materials from the Teach Computing Curriculum created by the National Centre for Computing Education



Task 1 - Using conditions

Samir is trying to write a condition and an action to carry out if the condition is true using the following:

Question: What is your favourite flavour of ice-cream?

Action: Do a nod.

Can Samir's question be used for a condition?

Can you suggest a question that could be used?



Task 2 - Do until



What is the condition?

What action will be repeated while the condition is false?

What condition needs to be true for the repeated action to stop?



Task 2 - Do until



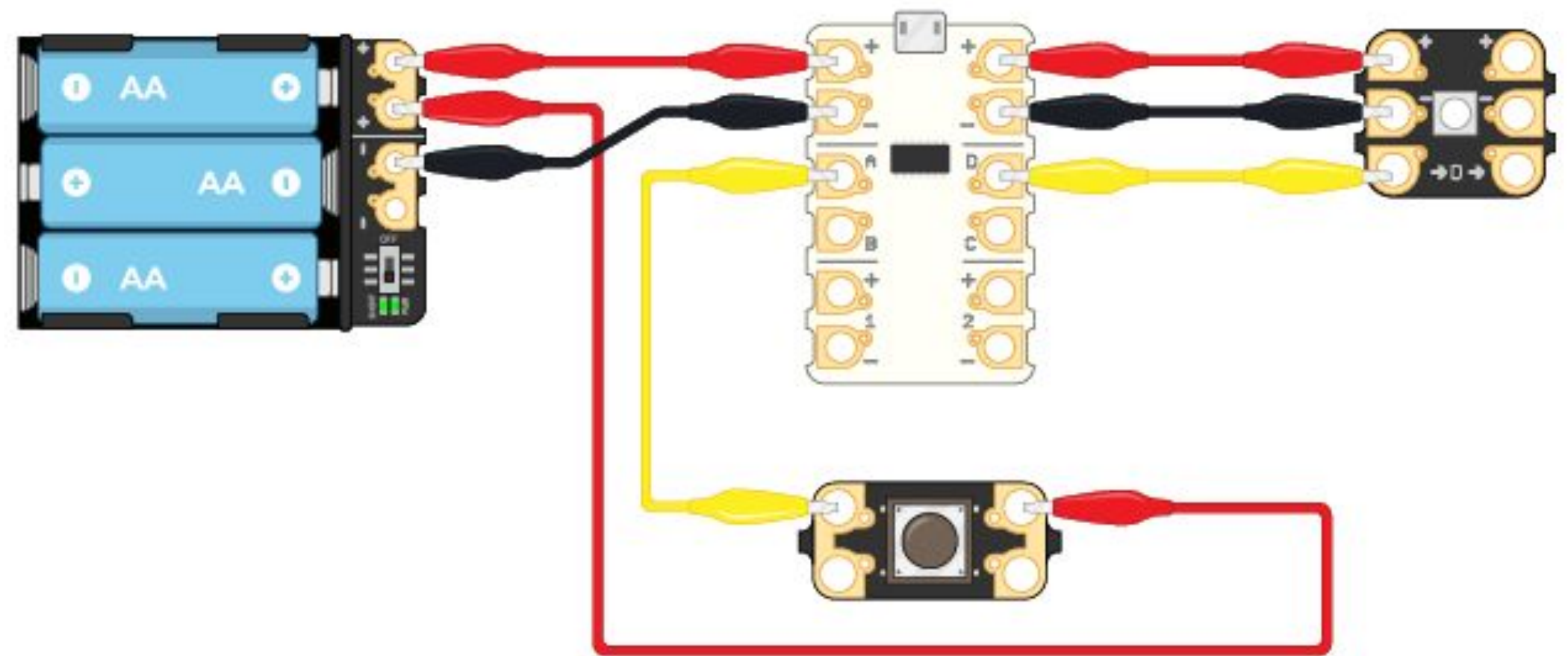
Use the scenarios to decide how to complete the 'do until' code blocks as if they were programs that we could run.

1. I am allowed to read until 9pm.
2. I can play until the bell rings.
3. We have to go home when it gets dark.
4. At pedestrian crossings, the light stays green for traffic until someone wants to cross the road.



Task 3 - Connect an input

Connect a push switch and sparkle to your Crumble.



Task 4 - Using inputs

Write a program that uses a condition to stop a repeating light pattern.

Your light pattern should use one sparkle and can have up to five colours.

The condition must be the push switch being pressed.



Source: Crumble software



**Resume the video
now**

