

# Computing Cycle B 5/6

## Programming - Selection in physical computing - Unit 5.3

### Lesson 1

What is a Crumble controller?

microcontroller  
components

### Lesson 2

How a Sparkle and a motor be connected to a Crumble controller?

motor  
output component  
Sparkle

### Lesson 3

How can conditions be controlled?

LED  
condition

### Lesson 4

How can the flow of actions in algorithms and programs be controlled by conditions?

input  
output  
selection

### Lesson 5

How can we design a physical project that includes selection?

condition  
action

### Lesson 6

How can we create a program that controls a physical computing project?

+  
Assessment

repetition

What will we be learning about over the coming weeks?