

How can we use our knowledge of electricity to control a Crumble project?

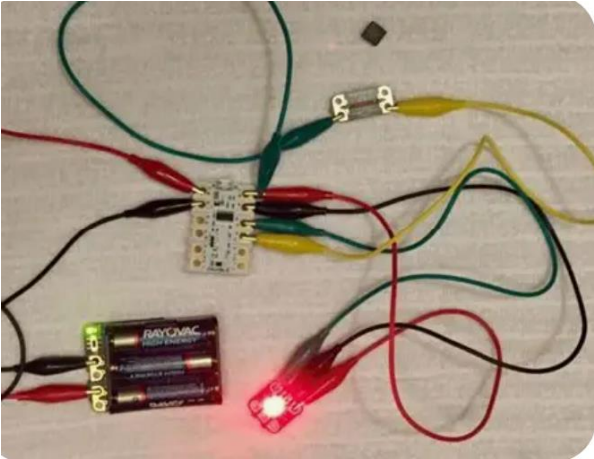
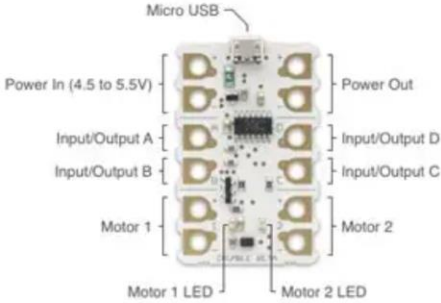
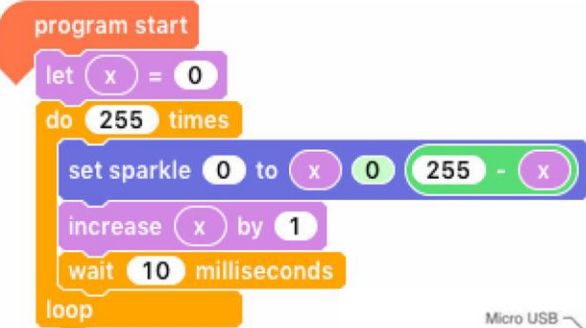
ESSENTIAL VOCABULARY	
Crumble	An electronic controller designed for use in educational settings
Input/output	How a computer or other digital system talks to the outside world, this could be a person, another computer or a different device.
Loop	Allows a set of instructions to be repeated as long as a specified condition is met.
Algorithm	A precise set of ordered steps which can be followed by a human or computer to do a task.
Component	A basic part used in creating circuits (e.g. bulb, buzzer, etc.)
Sparkle	RGB lights made for the Crumble controller

Grace Brewster Hopper

An American computer scientist, mathematician and United States Navy rear admiral. She was the pioneer of computer programming. She was the first to devise the theory of machine-independent programming languages and used this theory to develop the FLOW-MATIC programming language, which was a major influence on COBOL, an early high-level programming language still in use today.



Scientific Images



Science

What I will know at the end of the unit.	
That electrical components can be controlled to produce different outputs.	
That an output is a component that responds to an instruction (e.g. light)	
That a sequence of instructions can control how and when electrical components operate.	
That electrical systems can be designed to perform a particular function.	
How to apply prior knowledge of complete circuits and components to construct and troubleshoot a Crumble controlled system.	