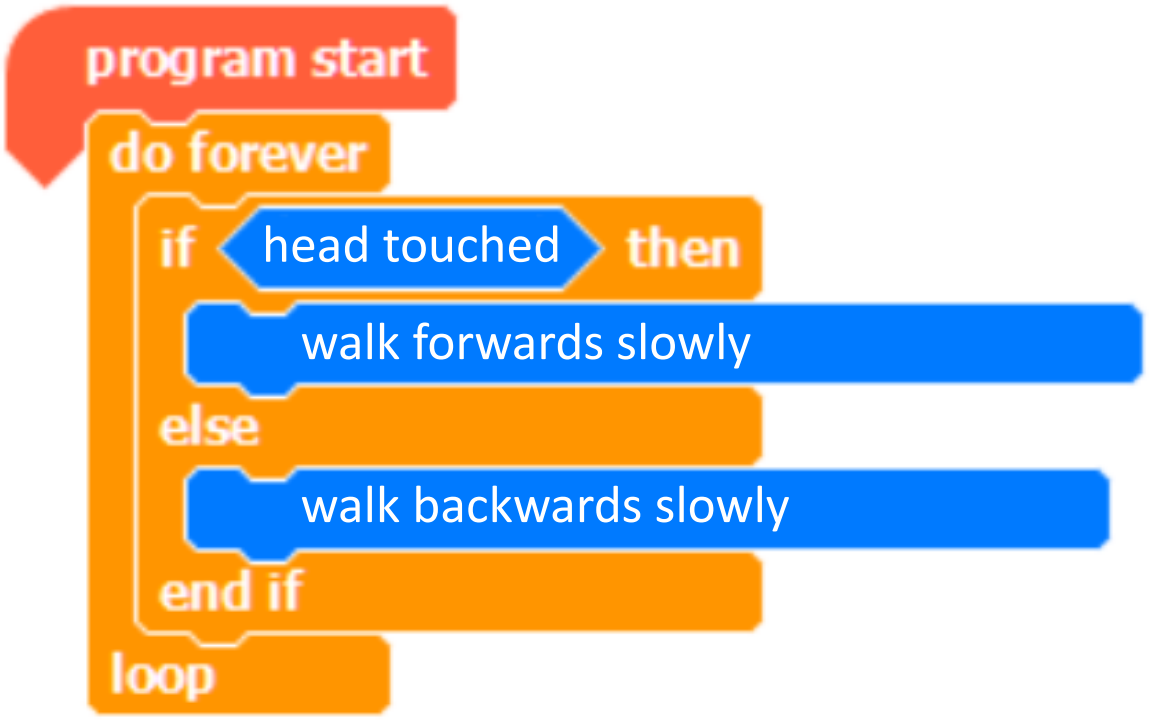
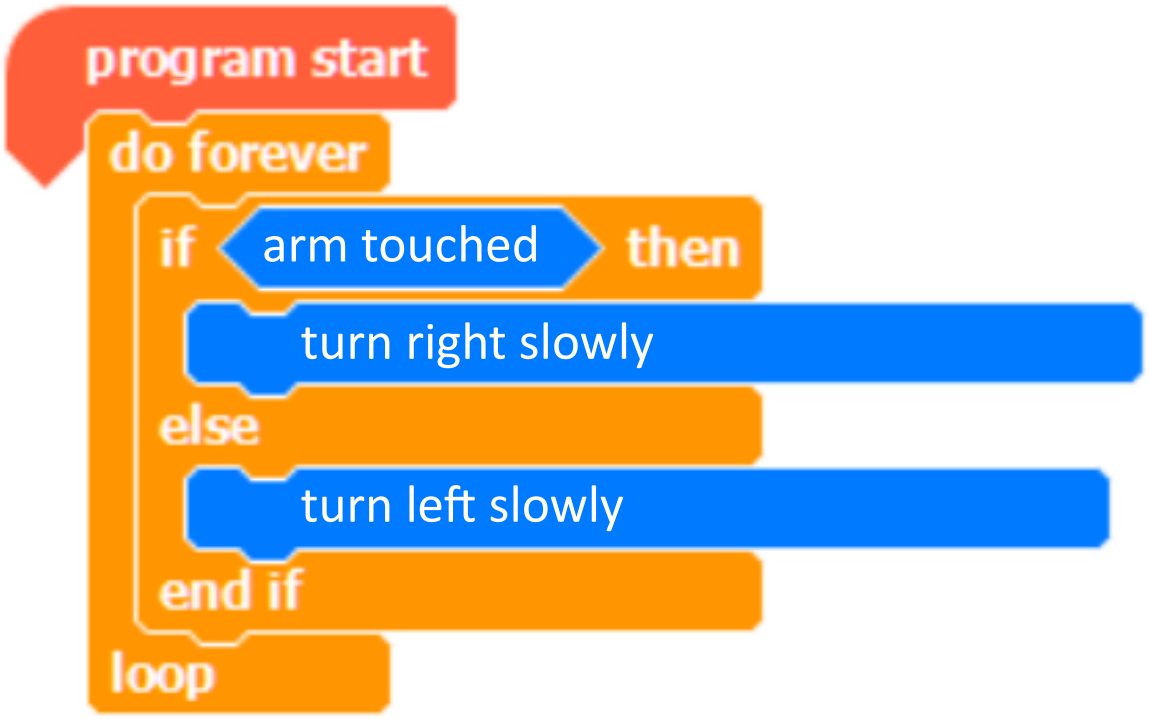
Class Progress Tracker

Completed easily
Completed with a struggle
Still trying to work it out

EB1

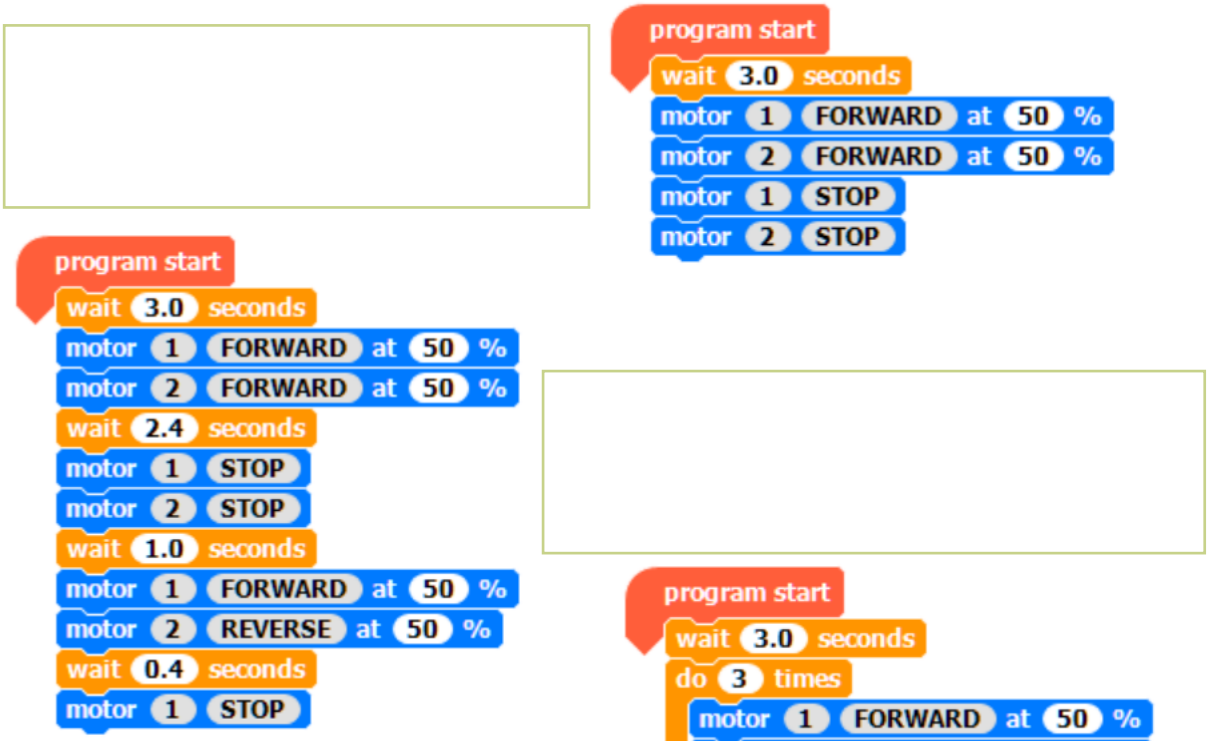
Names	Motors Work	Straight Line	Cross line & Return	Square	Parking Score	Steering


program start
do forever
if
head touched
then
walk forwards slowly
else
walk backwards slowly
end if
loop

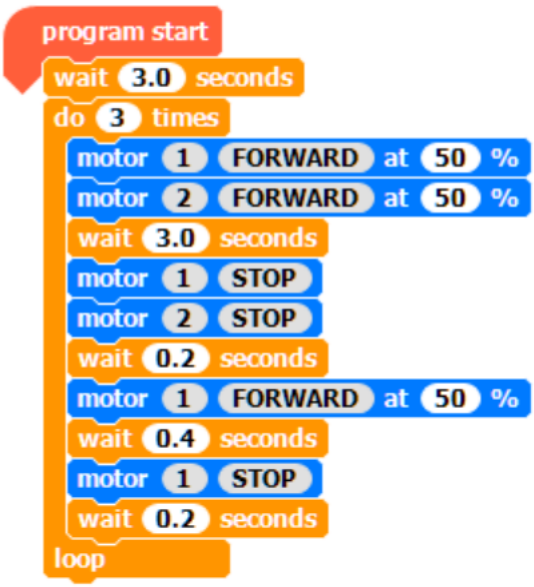

program start
do forever
if
arm touched
then
turn right slowly
else
turn left slowly
end if
loop

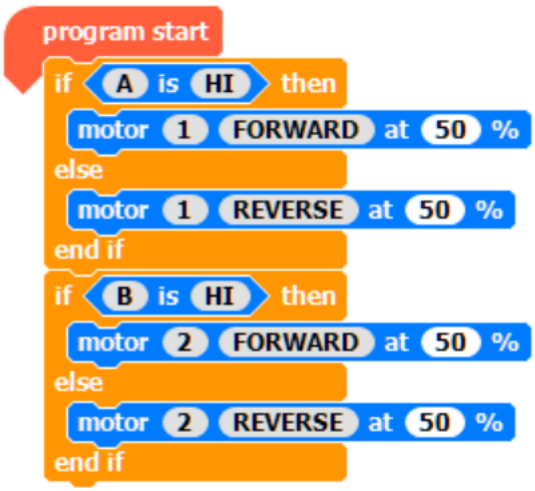
Easy Buggy Assessment Name_____ Group_____ EB3

Can you spot and describe the bugs in these Easy Buggy Programs?



What shape might this draw? What clues are there?



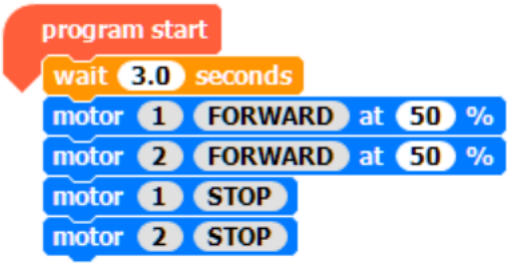


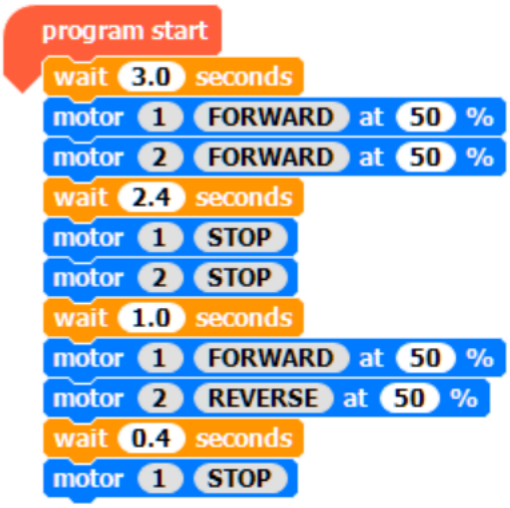
You may choose to leave question four if you didn't use button steering.

Easy Buggy Assessment Name_____ Group_____ EB3A

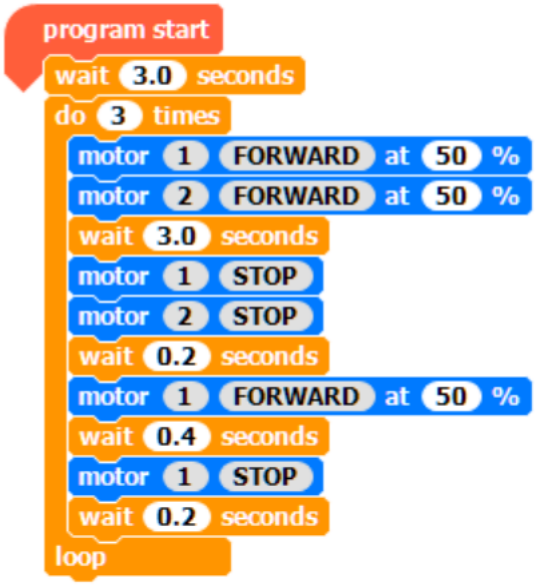
Can you spot and describe the bugs in these Easy Buggy Programs?

There is no wait between the motor starting and stopping so nothing will move.





The final motor stop for motor 2 is missing which means this will stay on until the batteries run out or the Crumble is switched off.



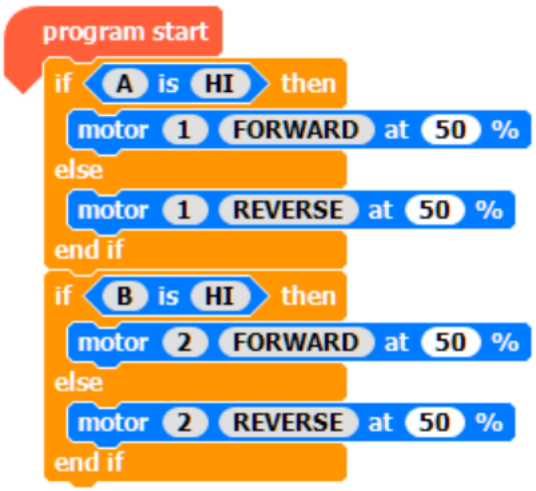
What shape might this draw? What clues are there?

Triangle

Clues

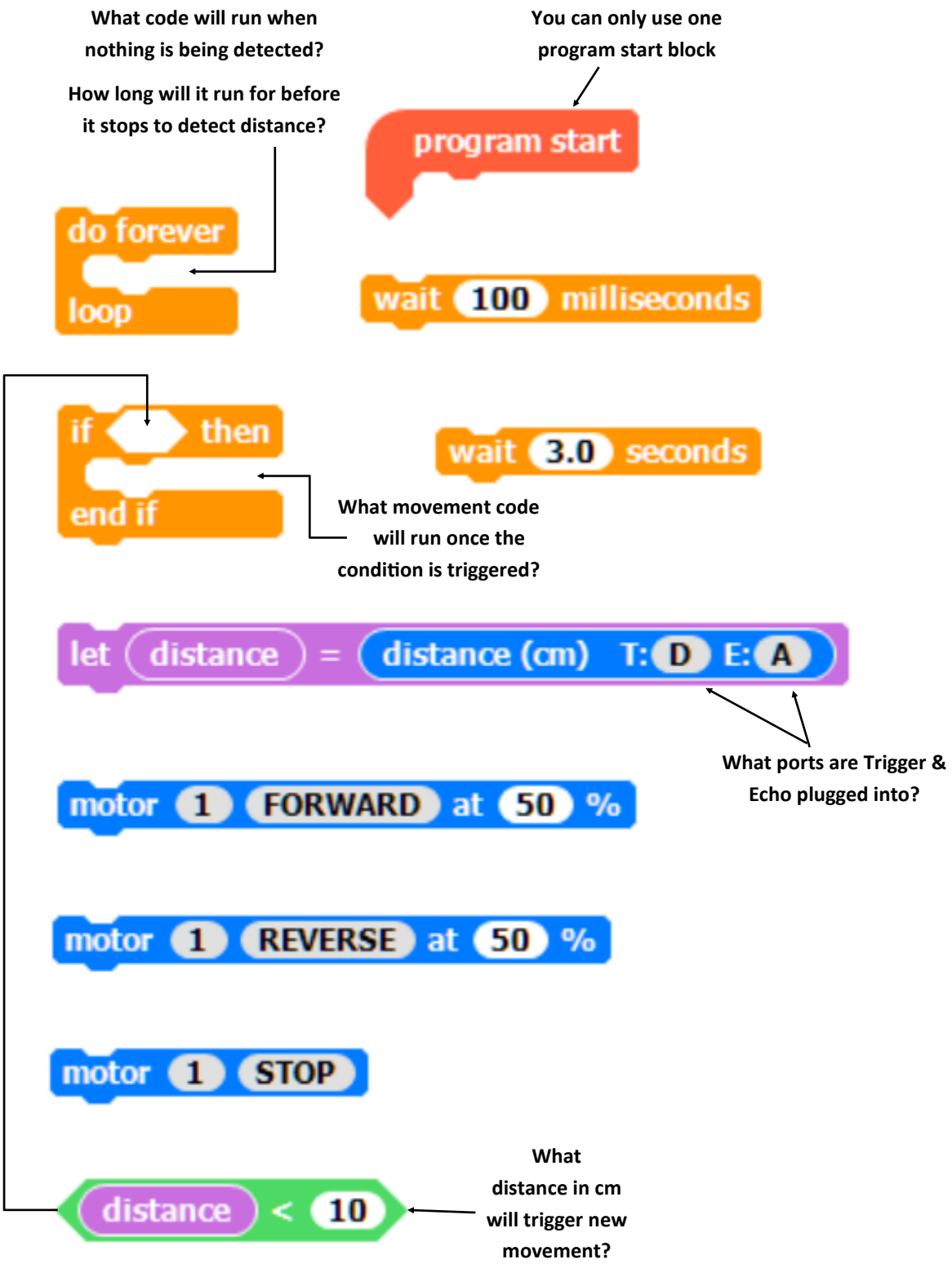
The program is repeated three times.

There is a straight route and a turn.



The forever loop is missing so the conditions will be checked once only and the buggy will be stuck in reverse.

You may choose to leave question four if you didn't use button steering.


What code will run when nothing is being detected?
How long will it run for before it stops to detect distance?
You can only use one program start block
program start
do forever
loop
wait 100 milliseconds
if then
end if
wait 3.0 seconds
What movement code will run once the condition is triggered?
let distance = distance (cm) T: D E: A
What ports are Trigger & Echo plugged into?
motor 1 FORWARD at 50 %
motor 1 REVERSE at 50 %
motor 1 STOP
distance < 10
What distance in cm will trigger new movement?

Name _____ Class _____ EB5

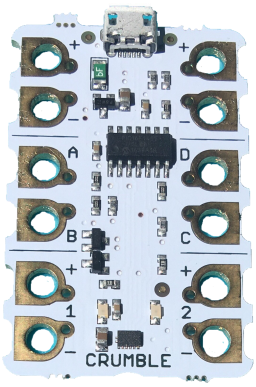
Thinking about designing my own project that uses motors

My program will

by

What will your user see and do?

Input/ Output	Name of device attached	What the device does (include as much detail as possible)
Motor 1 Output	Motor	A fan blade which spins to move air through it
A		
B		
C		
D		
Motor 1		
Motor 2		



Fill in your idea and add your inputs and outputs to the chart.

Draw your devices and the wires that connect them.

Name _____ Class _____ EB5

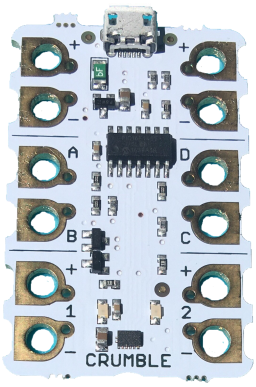
Thinking about designing my own project that uses motors

My program will

by

What will your user see and do?

Input/ Output	Name of device attached	What the device does (include as much detail as possible)
Motor 1 Output	Motor	A fan blade which spins to move air through it
A		
B		
C		
D		
Motor 1		
Motor 2		



Fill in your idea and add your inputs and outputs to the chart.

Draw your devices and the wires that connect them.

Name _____ Class _____ EB6

Thinking about designing my own project that uses motors

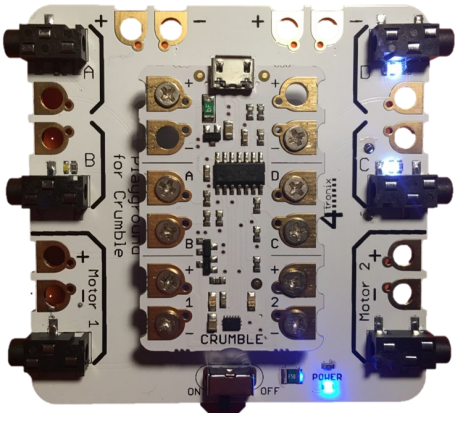
My program will

by

What will your user see and do?

Input/ Output	Name of device attached	What the device does (include as much detail as possible)
Motor 1 Output	Motor	A fan blade which spins to move air through it
A		
B		
C		
D		
Motor 1		
Motor 2		

Fill in your idea and add your inputs and outputs to the chart.



Draw your devices and the wires that connect them.