

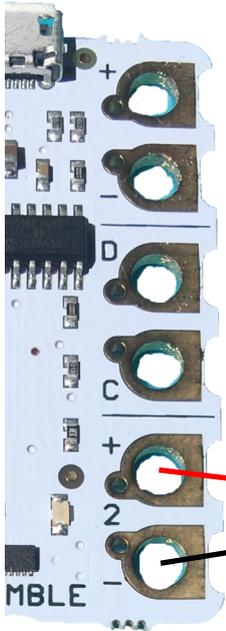
Name \_\_\_\_\_ Class \_\_\_\_\_

QB1

### Thinking about programming a quiz buzzer (Classic Crumble)



← This is a piezo buzzer. We pass electricity through it to make a sound.



Most buzzers would be attached to A, B, C or D.

We want to find out how the sound changes when we pass more electricity through the piezo buzzer so we are using a motor connection.

Make a prediction. →

```

motor 2 FORWARD at 20 %
wait 1 seconds
motor 2 FORWARD at 35 %
wait 1 seconds
motor 2 FORWARD at 80 %
wait 1 seconds
motor 2 STOP

```

Circle the change that you predict will happen as the program above increases the power through the piezo from 20% to 35% and then to 80%. QUIETER, LOUDER, HIGHER PITCH, LOWER PITCH

Attach your piezo buzzer to motor 2. Make sure the longer leg is attached to the +. Attach your button to input A.

### Algorithm

When the program starts, check forever to see if the button attached to A is pressed down.

If button A is pressed down, make the piezo buzz at 20% power for a second before increasing to 35% and 80% for one second each before stopping.

```

program start
do forever loop
  if [ ] then
    motor 2 STOP
  end if
  motor 2 FORWARD at 20 %
  wait 1.0 seconds
  motor 2 FORWARD at 35 %
  motor 2 FORWARD at 80 %
  wait 1.0 seconds
  [ A is HI ]
  wait 1.0 seconds

```

Use the algorithm, the code blocks and maker cards to help you build the quiz buzzer program. Can you design your own unique sound?

### Thinking about programming a quiz buzzer (Crumble Playground)



← This is a piezo buzzer. We pass electricity through it to make a sound.



Most buzzers would be attached to A, B, C or D.

We want to find out how the sound changes when we pass more electricity through the piezo buzzer so we are using a motor connection.

Make a prediction. →

```

motor 2 FORWARD at 20 %
wait 1 seconds
motor 2 FORWARD at 35 %
wait 1 seconds
motor 2 FORWARD at 80 %
wait 1 seconds
motor 2 STOP
    
```

Circle the change that you predict will happen as the program above increases the power through the piezo from 20% to 35% and then to 80%. QUIETER, LOUDER, HIGHER PITCH, LOWER PITCH

Attach your piezo buzzer to motor 2. Make sure the longer leg is attached to the +. Attach your button to input A.

#### Algorithm

When the program starts, check forever to see if the button attached to A is pressed down.

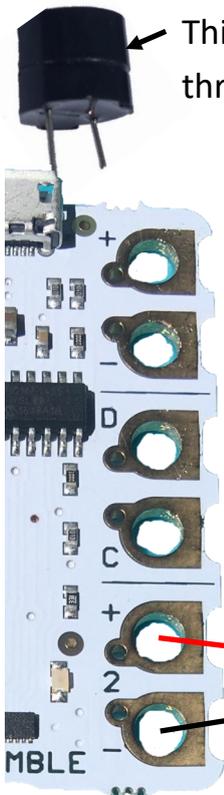
If button A is pressed down, make the piezo buzz at 20% power for a second before increasing to 35% and 80% for one second each before stopping.

```

program start
do forever loop
  if button A is pressed then
    motor 2 STOP
  end if
  wait 1.0 seconds
  motor 2 FORWARD at 20 %
  wait 1.0 seconds
  motor 2 FORWARD at 35 %
  wait 1.0 seconds
  motor 2 FORWARD at 80 %
  wait 1.0 seconds
  A is HI
  wait 1.0 seconds
    
```

Use the algorithm, the code blocks and maker cards to help you build the quiz buzzer program. Can you design your own unique sound?

Thinking about programming a quiz buzzer (Classic Crumble)



This is a piezo buzzer. We pass electricity through it to make sounds.

Most buzzers would be attached to A, B, C or D

We want to find out how the sound changes when we pass more electricity through the piezo buzzer so we are using a motor connection.

```

motor 2 FORWARD at 20 %
wait 1 seconds
motor 2 FORWARD at 35 %
wait 1 seconds
motor 2 FORWARD at 80 %
wait 1 seconds
    
```

Make a prediction

Circle the change that you predict will happen as the program above increases the power through the piezo from 20% to 35% and then to 80%. QUIETER, LOUDER, HIGHER PITCH, LOWER PITCH

Attach your piezo buzzer to motor 2. Make sure the longer leg is attached to the +. Attach your button to input A.

Algorithm

```

program start
    
```

```

do forever
loop
    
```

```

motor 2 FORWARD at 20 %
    
```

```

motor 2 FORWARD at 35 %
    
```

```

motor 2 FORWARD at 80 %
    
```

When the program starts check forever to see if the button attached to A is pressed down.

If button A is pressed down, make the piezo buzz at 20% power for a second before increasing to 35% and 80% for one second each before stopping.

```

if [ ] then
end if
    
```

```

A is HI
    
```

```

motor 2 STOP
    
```

```

wait 1.0 seconds
    
```

```

wait 1.0 seconds
    
```

```

wait 1.0 seconds
    
```

Draw lines to match the algorithm to the code blocks. Build the program on the Crumble. Can you adapt the program to build your own unique sound?

Thinking about programming a quiz buzzer (Crumble Playground)



This is a piezo buzzer. We pass electricity through it to make sounds.

Most buzzers would be attached to A, B, C or D

We want to find out how the sound changes when we pass more electricity through the piezo buzzer so we are using a motor connection.

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wait 1 seconds
motor 2 FORWARD at 35 %
wait 1 seconds
motor 2 FORWARD at 80 %
wait 1 seconds
    
```

Make a prediction

Circle the change that you predict will happen as the program above increases the power through the piezo from 20% to 35% and then to 80%. QUIETER, LOUDER, HIGHER PITCH, LOWER PITCH

Attach your piezo buzzer to motor 2. Make sure the longer leg is attached to the +. Attach your button to input A.

Algorithm

```

program start
do forever
loop
    
```

When the program starts check forever to see if the button attached to A is pressed down.

```

if then
end if
    
```

```

motor 2 FORWARD at 20 %
    
```

If button A is pressed down, make the piezo buzz at 20% power for a second before increasing to 35% and 80% for one second each before stopping.

```

A is HI
    
```

```

motor 2 STOP
    
```

```

motor 2 FORWARD at 35 %
    
```

```

wait 1.0 seconds
    
```

```

motor 2 FORWARD at 80 %
    
```

```

wait 1.0 seconds
    
```

```

wait 1.0 seconds
    
```

Draw lines to match the algorithm to the code blocks. Build the program on the Crumble. Can you adapt the program to build your own unique sound?

Name \_\_\_\_\_ Class \_\_\_\_\_

QB5

Thinking about designing my own sound project using a piezo buzzer.



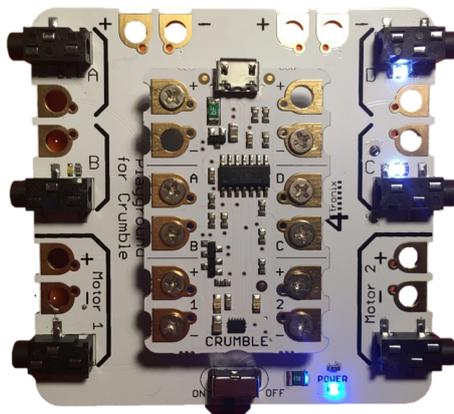
This is a piezo buzzer. We pass electricity through it to make a sound.

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

My program will  
by

What will the user see and do?

Input/ Output	Name of device attached	What the device does (include as much detail as possible)
A INPUT	Push button	When the button is pushed, it stops the buzzer attached to Motor 2.
A		
B		
C		
D		
Motor 1		
Motor 2		



Draw your devices and the wires that connect them.



Name \_\_\_\_\_ Class \_\_\_\_\_

QB6

Thinking about designing my own sound project using a piezo buzzer.



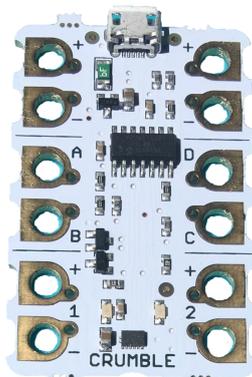
This is a piezo buzzer. We pass electricity through it to make a sound.

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

My program will  
by

What will the user see and do?

Input/ Output	Name of device attached	What the device does (include as much detail as possible)
A INPUT	Push button	When the button is pushed, it stops the buzzer attached to Motor 2.
A		
B		
C		
D		
Motor 1		
Motor 2		



Draw your devices and the wires that connect them.



Name \_\_\_\_\_ Class \_\_\_\_\_

QB6

Thinking about designing my own sound project using a piezo buzzer.



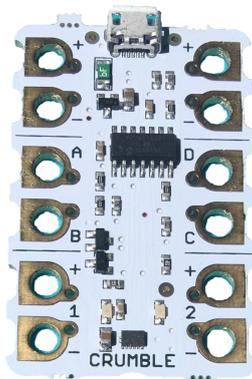
This is a piezo buzzer. We pass electricity through it to make a sound.

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

My program will  
by

What will the user see and do?

Input/ Output	Name of device attached	What the device does (include as much detail as possible)
A INPUT	Push button	When the button is pushed, it stops the buzzer attached to Motor 2.
A		
B		
C		
D		
Motor 1		
Motor 2		



Draw your devices and the wires that connect them.

# Quiz Buzzer Assessment Sheet QB7 Name \_\_\_\_\_ Class \_\_\_\_\_



I did this well



I did this ok or I did this a little



I tried this but it didn't work or I didn't do this at all



I predicted what would happen to the buzzer sound when electricity is increased.	
I created my own unique signature sound.	
I used a repeat x times loop to repeat my signature sound.	
I turned the algorithm on my sheet into working code.	
I look for a range of solutions to the same problem.	
I debugged code that didn't work.	
I tested my code regularly to see if the changes I made worked.	
I looked at how I could extend my project.	
I extended my project by....	

Sticker	I got this sticker for
Sticker	I got this sticker for
Sticker	I got this sticker for