Lesson 1: Define the term physical computing

Lesson 2: Create and test a working circuit

Lesson 3: Explore how to add a functionality using a motor controller

Lesson 4: Interact with real-world objects using code and additional hardware

Lesson 5: Synchronize the behaviour of physical hardware components for a given situation

Lesson 6: Combine inputs and outputs to solve a problem

Concepts

1. Explain the term embedded systems
2. Define the term physical computing
3. Interact with real-world objects using code and additional hardware
4. Use basic materials and tools to create a prototype
5. Process input data to monitor and react to the environment
6. Understand how ultrasonic sound waves work
7. Understand how reflective optical sensors work
8. Combine inputs and outputs to solve a problem

Design and implementation

Processes input data to monitor and react to the environment

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