

Unit 3

Control: Input, Process and Output – Year 8



About the Unit

In this unit you will learn about control technology through modelling by creating a game. You will create a simple game by programming and you will develop your knowledge and understanding of control devices by solving a problem using procedures as building blocks. You will refine instructions and learn how the order in which instructions are given will be critical to the success of the project. It is important that during this unit you use a structured approach to solving this type of problem.

Where the Unit fits in

This unit builds on the activities carried out in Unit 5E “Controlling Devices” and Unit 6C “Control and Monitoring – What Happens When?” In the Key Stage 2 scheme of work.

Language for Learning

Through the activities in this unit you will be able to understand, use and spell correctly vocabulary relating to:

- Models, *e.g. flow diagram*
- Cause and effect models, *e.g. input, input device, output, output device*

Speaking and Listening – through the activities you could:

- Organise, sequence and link what they say so listeners can follow it
- Identify the main points of a presentation

Resources

- Resources include control software