COMPUTING

- **We are toy designers – prototyping an interactive toy**
- Design and make an on-screen prototype of a computer controlled toy
- Understand different forms of input and output (such as sensors, switches, motors, lights and speakers)
- Design, write and debug the control and monitoring program for their toy
- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems
- Use sequence, selection, and repletion in programs; work with various forms of input and output
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.