



# The Dumping Ground

## Make a radio door alarm

| Computing topics covered                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                                                                                                                                         |
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| <b>Hardware</b> <ul style="list-style-type: none"><li>• Connecting a micro:bit to a laptop</li><li>• Connecting input sensors</li><li>• Calibrating a sensor</li><li>• Transmitting/receiving radio signals</li><li>• Producing LED/audio output</li></ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | <b>Coding and Programming</b> <ul style="list-style-type: none"><li>• Sequencing</li><li>• Repeat loops</li><li>• Selection and conditionals</li><li>• Events and triggers</li><li>• Debugging</li></ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <b>Computational Thinking</b> <ul style="list-style-type: none"><li>• Logical Reasoning</li><li>• Decomposition</li><li>• Algorithms</li><li>• Patterns</li><li>• Abstraction</li></ul> |
| Curriculum links                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                                                                                                                                         |
| <b>England</b> <p><i>Computing NC: KS2</i></p> <ul style="list-style-type: none"><li>• Select, use &amp; combine a variety of software on a range of digital devices to design &amp; create a range of programs, systems &amp; content that accomplish given goals including collecting, analysing, evaluating &amp; presenting data &amp; info</li><li>• Design, write &amp; debug programs that accomplish specific goals, including controlling or simulating physical systems</li><li>• Work with variables &amp; various forms of input &amp; output</li></ul> <p><i>Design Technology KS2</i></p> <ul style="list-style-type: none"><li>• Use research &amp; develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular audience</li><li>• Apply their understanding of computing to program, monitor &amp; control their products</li></ul> | <b>Northern Ireland</b> <p><i>Thinking Skills &amp; Personal Capabilities: Thinking, Problem Solving &amp; Decision Making KS2</i></p> <ul style="list-style-type: none"><li>• Generating possible solutions</li><li>• Trying out alternative approaches</li><li>• Evaluating outcomes</li></ul> <p><i>Using ICT: Computational Thinking and Coding KS2</i></p> <ul style="list-style-type: none"><li>• As a class look at and talk about examples of coding projects</li><li>• Recognise how they can decompose these projects</li><li>• Use a range of commands to create a project, including variables, operators and control statements such as 'if... then...' alongside the use of 'if...then... else' and comparators</li><li>• Test and debug at regular intervals and collaborate with others to solve problems as they arise</li></ul> |                                                                                                                                                                                         |
| <b>Wales</b> <p><i>Science &amp; Technology: Design Thinking &amp; Engineering offer technical and creative ways to meet society's needs and wants. Progression Step 3</i></p> <ul style="list-style-type: none"><li>• I can use design thinking to test and refine my design decisions without fear of failure</li><li>• I can combine component parts, materials &amp; processes to achieve functionality and improve the effectiveness of my outcomes</li><li>• I can apply my knowledge &amp; skills when making design decisions in order to produce specific outcomes</li></ul>                                                                                                                                                                                                                                                                                                                                            | <b>Scotland</b> <p><i>Technologies: Computing Science 2nd</i></p> <ul style="list-style-type: none"><li>• I can explain core programming language concepts in appropriate technical language. TCH 2-14a</li><li>• I can create, develop and evaluate computing solutions in response to a design challenge TCH 2-15a</li></ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                         |
| Cross-curricular opportunities                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                                                                                                                                                         |
| <b>Geography/Humanities</b> <ul style="list-style-type: none"><li>• Making maps showing the location of the micro:bit door alarms and possible route for intruders - developing map making skills, scale, co-ordinates, symbols and keys</li><li>• Using a compass to find direction of North, the Earth as a magnet and the North and South poles</li></ul> <b>Art/Expressive Arts</b> <ul style="list-style-type: none"><li>• Designing different icons for the alarm output on the micro:bit LED display</li></ul> <b>Music/Expressive Arts</b> <ul style="list-style-type: none"><li>• Composing different musical alarm sequences</li></ul>                                                                                                                                                                                                                                                                                 | <b>Maths and Numeracy</b> <ul style="list-style-type: none"><li>• Linking the project to the maths topics measurement and use of standard units</li></ul> <b>Science/Science and Technology</b> <ul style="list-style-type: none"><li>• Exploring and revising the properties and behaviour of magnets and magnetic materials and how a compass works</li><li>• Comparing a digital compass to a traditional one</li></ul> <b>Design Technology/Technologies</b> <ul style="list-style-type: none"><li>• Designing and creating a suitable box or case to hide and/or protect the micro:bit alarm attached to the door, and a way of making the alert micro:bit portable/wearable</li></ul>                                                                                                                                                       |                                                                                                                                                                                         |