



LV50 Learning

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All activities and resources have been designed to compliment primary curriculum objectives.

Activity: To explain that a loop can stop when a condition is met, e.g. number of times

UKS2 Computing

N.C. Objectives

- I can explain that a condition is something that can be either true or false (e.g. whether a value is more than 10, or whether a button has been pressed)
- I can experiment with a 'do until' loop
- I can program a micro-controller to respond to an input



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Watch the video [What is a lightship \(R0010061\)](#)

- Can you create a simple light sequence for a light ship or lighthouse using the Crumble controller and the sparkles?
- Can you use an if...then block to make your light sequence start when a button is pressed?
- Can you make your own lighthouse or lightship and add your Crumble controller, sparkles and button to your model?

