

# Circuits - Create A Moving Animation

Topic: Computer Science; Programming and Control



## Curriculum Objectives:

- Develop their understanding of circuits and triggers and moving parts
- Learn how to create movement using littleBits

## Timing:

Approx 45 Minutes

## Resources and Planning:

- Steam littleBits Set - servo, motors, lights and buzzer
- iPad / Camera

## Task :

To create a physical poster with a moving character to advertise a recent movie.

## Learning Structure:

Students will need to decide on the movie and subsequent character that they are going to advertise. They will need to research this on the internet in order to print off any materials that they require.

Once they have done this, they need to decide on how the poster is going to come alive and whether it is going to have any other alternatives to the design such as lights and sounds etc.

Students need to use the appropriate Bits in order to create their own circuits developing them so that the sequence of events work in the order that they want them to. They need to understand that the order of the Bits is important when creating a circuit as any part of the circuit that is placed in the wrong place can stop the circuit from working.

Students should investigate the symbols that are used to create a diagrammatical representation of the circuit that they have created understanding how they differ slightly.

## Greater Depth Learning:

Students need to investigate whether the poster automatically works from being switched on or it is trigger by some sort of sensor. They need to work out how this is done automatically.

