

# Edbot Basics

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|--------------|--|---------------|--|
| <b>Name:</b> |  | <b>Class:</b> |  |
|--------------|--|---------------|--|

| Assessment Objective           | Foundation Essentials   | Mainstream Learners  | Extended Experts  |
|--------------------------------|---|--|---|
| <b>A.O.1<br/>Movement</b>      | <input type="checkbox"/> I can make Edbot move using either servos or the pre-set motions   | <input type="checkbox"/> I can control both the servos and the pre-set motions   | <input type="checkbox"/> I can explain why robots are used rather than humans in some situations  |
| <b>A.O.2<br/>Loops</b>         | <input type="checkbox"/> I can use “forever” loops in my code<br><input type="checkbox"/> I can use “repeat” loops in my code   | <input type="checkbox"/> I can use the “repeat until” code in my program<br><input type="checkbox"/> I can explain what is meant by the term “nested loop”   | <input type="checkbox"/> I can plan and create a complex program using a variety of loops and nested loops successfully                   |
| <b>A.O.3<br/>If statements</b> | <input type="checkbox"/> I can create if statements and if...then...else statements<br><input type="checkbox"/> I can use operations including =, <, > and mathematical operations correctly in my programs | <input type="checkbox"/> I can join strings together to make more complex outputs<br><input type="checkbox"/> I can create a simple maths quiz<br><input type="checkbox"/> I can create a number guessing game | <input type="checkbox"/> I can alter my programs to make improvements   |
| <b>A.O.4<br/>Lights</b>        | <input type="checkbox"/> I can create a light sequence using loops  | <input type="checkbox"/> I can add script to sprites to control the colour of the lights on Edbot  | <input type="checkbox"/> I can use the join operator and random numbers to control the lights on Edbot                                    |
| <b>A.O.5<br/>Sensor</b>        | <input type="checkbox"/> I can use a forever loop, if statement and the distance sensor to make Edbot react if something is close by  | <input type="checkbox"/> I can write a program to help Edbot navigate as it moves around the classroom automatically   | <input type="checkbox"/> I can create a program that uses sprites and the distance sensor to control how Edbot moves around the classroom |
| <b>A.O.6<br/>Football</b>      | <input type="checkbox"/> I can plan the actions needed to help Edbot play football  | <input type="checkbox"/> I can create a program which will allow Edbot to play football  | <input type="checkbox"/> I can amend and update my program as needed  |