

# Edbot Basics

Name:		Class:	
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Assessment Objective	Foundation Essentials	Mainstream Learners	Extended Experts
<b>A.O.1 Movement</b>	<input type="checkbox"/> I can make Edbot move by controlling individual servos or running a pre-installed motion	<input type="checkbox"/> I can control the servos and run a motion to make Edbot move	<input type="checkbox"/> I can explain why robots are used rather than humans in some situations
<b>A.O.2 Loops</b>	<input type="checkbox"/> I can use <i>forever</i> loops in my code <input type="checkbox"/> I can use <i>repeat</i> loops in my code	<input type="checkbox"/> I can use the <i>repeat until</i> loop in my program <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 If Blocks</b>	<input type="checkbox"/> I can use <i>if</i> blocks and <i>if...then...else</i> blocks <input type="checkbox"/> I can use operators including =, <, > and mathematical operations correctly in my programs	<input type="checkbox"/> I can join strings together to make more complex outputs <input type="checkbox"/> I can create a simple maths quiz <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 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 <i>join</i> block and random numbers to control the lights on Edbot
<b>A.O.5 Sensor</b>	<input type="checkbox"/> I can use a <i>forever</i> block, <i>if</i> block 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 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