CARLTON PRIMARY SCHOOL

D&T	Year 6

Focus: Microbits

Age related vocabulary

End User	The ultimate consumer of a finished product	**Electronic**	A device that uses a flow of charged particles
Connector Block	Connecting one device to another e.g. wires/ Bluetooth		

Carlton Assessment Grid

Success Criteria	Pupil Reflection		Teacher Assessment
	Before	After	
I can talk about individuals that have shaped the world of virtual pets and evaluate products on the market today	☐	☐	
I can develop my skills and begin to understand computing to program, monitor and control a product	☐	☐	
I can programme a micro:bit to create an electronic pet	☐	☐	
I can improve on the original design in order to create my own design	☐	☐	
I can evaluate my product against my design criteria	☐	☐	

Key Knowledge

Micro:bits are a tiny pocket-sized computer that allow you to learn basic coding and programming skills. To programme a micro:bit, you simply need to connect it to the computer and add some simple lines of code to create the device you want. The micro:bit can be programmed to do a number of different things.

A prototype is a first version of a device from which other forms are developed. A series circuit has all the components arranged in a single electrical path Evaluating. It is important to consider the views of others on your product to gain an insight into how it.