

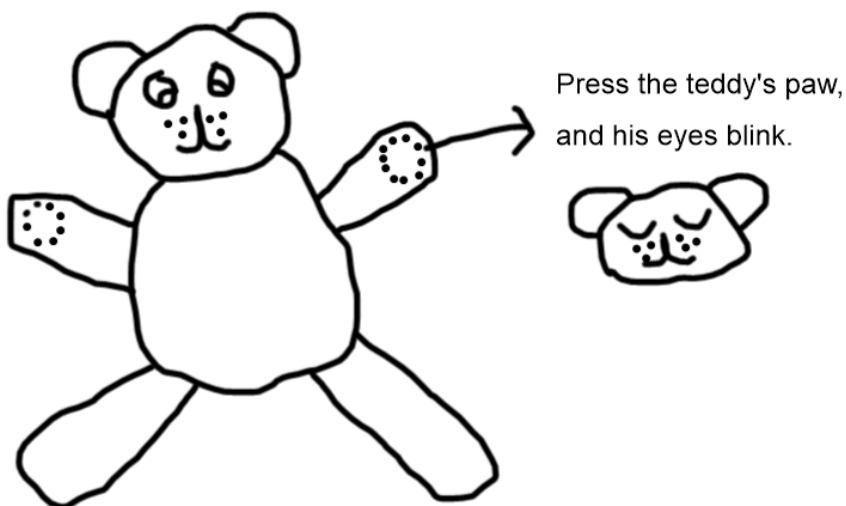
## Computing project for Year 4

In our ICT lessons we have been exploring programmable toys, and how they usually have embedded computers within them. Our job was to create a design for a new programmable toy.

1. Can you make either a drawn or a digital design of your toy labelled with what it does when the computer is turned on?
  - Does it move?
  - Does it make a noise?
  - Does it light up?
2. Now can you show how it works using Scratch? You will need to draw your own sprite, and animate it to show what happens when the computer inside is switched on.
  - Use the tutorials to help you.
  - You might also remember the lesson we did on creating a duplicate costume, and changing the second one to show the change. Then coding the sprites to switch costume.
  - If you're struggling to animate the toy showing its input and output, you may like to do a short animation with your toy in it using the tutorials tab.

You can access Scratch via this website or App if working on an Ipad, they are both free to use. No registration required.

<https://scratch.mit.edu/>



Here is an example of the programmable toy we talked about in class.