Physical Computing

Learning Objectives

Teacher

Pupil

Data Computing

Keyboard & Mouse

Screen

Computer

Interface

Physical Input
e.g. Light, Motion, Sound

Control

Feedback

Physical Output
e.g. Light, Motion, Sound

Inputs

Sensors
e.g.
Light Sensor,
Motion Sensor,
Microphone

Outputs

Transducers
e.g.
Lamp,
Motor,
Speaker

Gordon Taylor, 2012-09-06