Computing Creative Design and Innovation – Grade 6
Checkpoint 2 – Activity
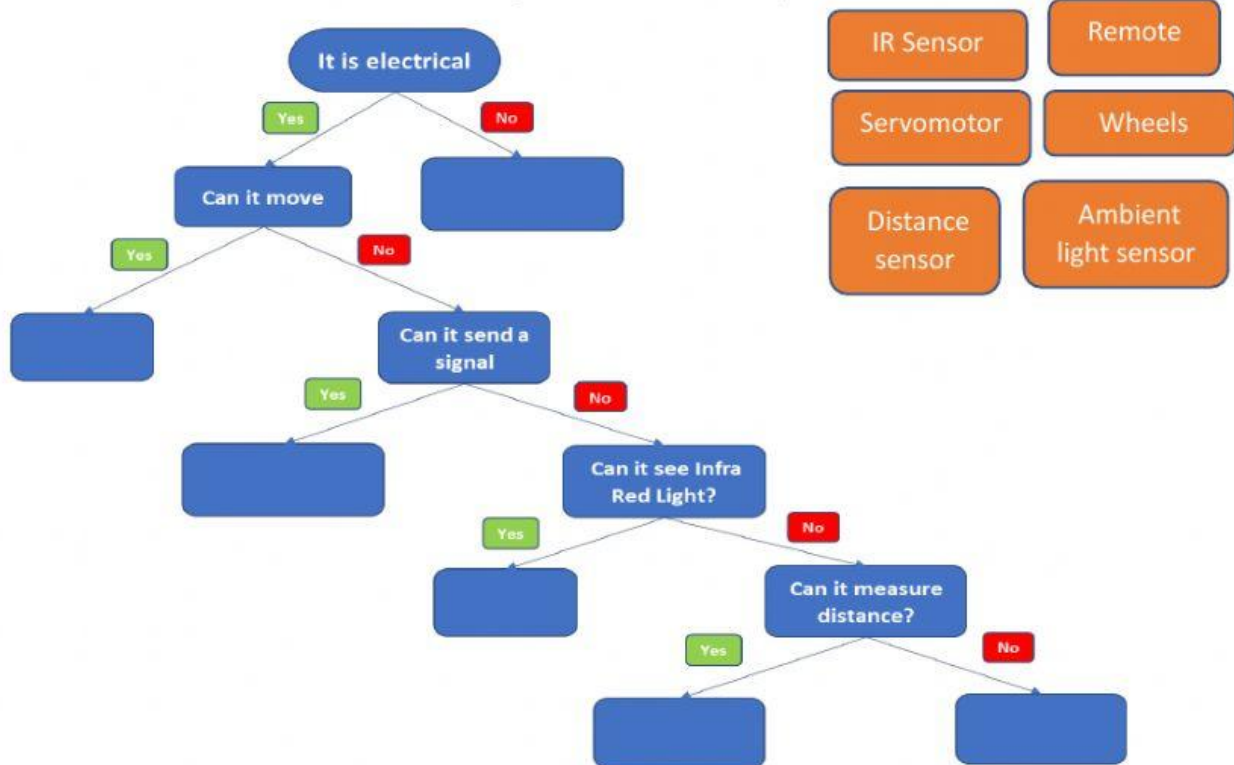### (50 marks total)

Student Name			Student ID		
School Name		Grade / Section		Date	

Practical Activity A - (18 marks)

This activity is based on Activity 6 Unit 3 (Activity book p57)

The components in the orange blocks are used to make the RC Car kit. Use the components to complete the decision tree below. Put the correct orange blocks in the blue spaces.

LIVEWORKSHEETS

Practical Activity B - (32 marks)

This activity is based on Activity 11 Unit 3 (Activity book p63)

Create a flowchart for a line follower robot program. The program will:

- Set the pins connected to the servomotors.
- Get input from line sensor.
- Store input from the line sensor using a variable.
- If a line is found.
    - move the robot forward.
- Else.
    - move the robot right.

Draw your flowchart in the space below.

Move robot
forward

Turn robot
right

Is a line
found?

Start

Yes

Set servomotor and
line sensor pins

Get input
from line
sensor

No

End

Save input in
variable