

Lesson 7

Solving Problems Part 1



CS IN SCHOOLS

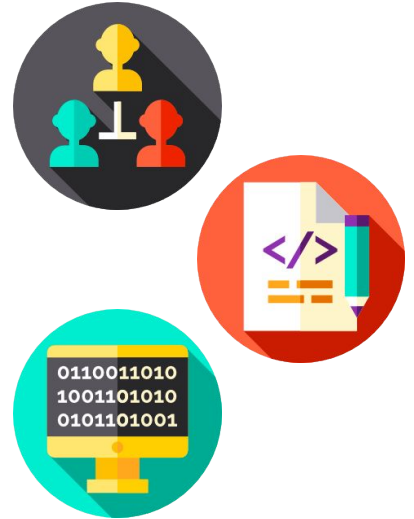
Previously, on CS in Schools...

```
if accZ > 0:  
    print("Help!")
```

What does the above line of code check for?

For what values of `accZ` would "Help!" be printed to the console?

What would happen if `accZ = -10`?



Learning objectives

By the end of this lesson, you should be able to:

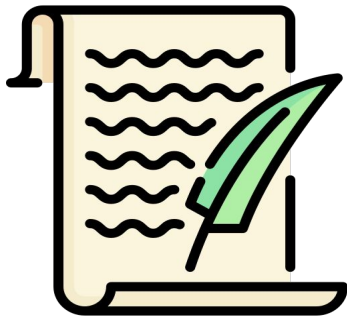
- understand what you need to do to be successful in this assignment
- know where to find the assignment rubric, description and example code
- begin working on your assignment



Your Assignment

Case Study

Some Victorian school teachers are planning a school camp for their year 8 students. They expect to face some challenges, and you will work to build some solutions.



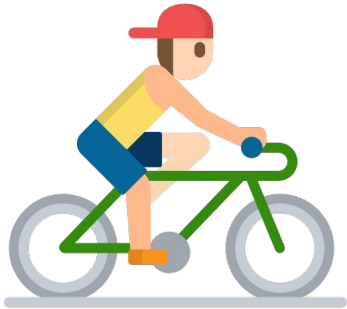
Description



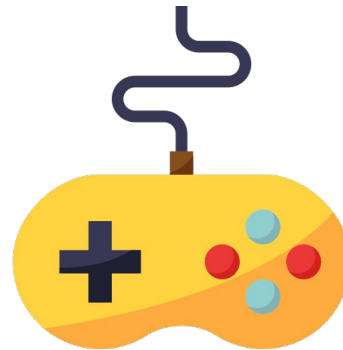
Rubric

Get some ideas....

- Open up these programs and run them on your micro:bit
- Take a look through the code, you don't need to make any changes



[Example 1](#)

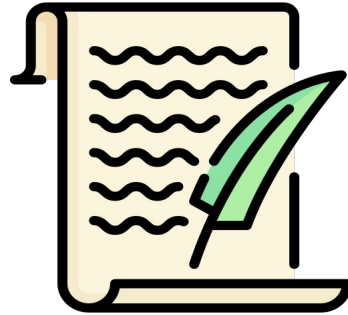


[Example 2](#)

Planning

Before any project, it is important to plan!

Use the **worksheets** in the description to help you plan out your project.



[Description](#)

Activity 07.01 - Building Your Solution

Here is some template (skeleton) code to help you get started! Follow the instructions in the [description](#) to help you out.



[07.01 - My Solution](#)



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