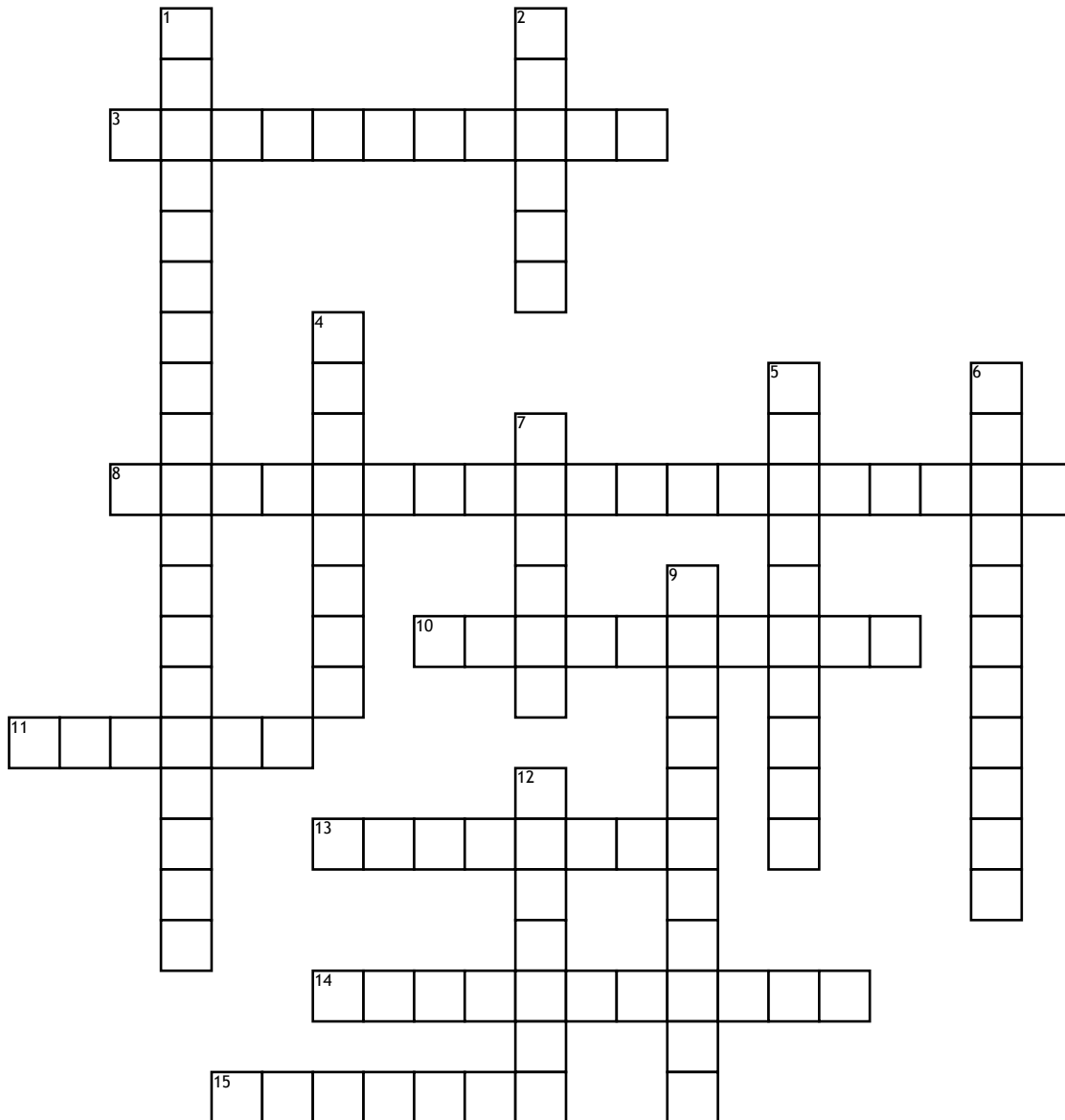


Microbit



Across

- 3.** Algorithms, is a finite sequence of well-defined, computer-implementable instructions, typically to solve a class of problems or to perform a
- 8.** conditional, perform different computations or actions depending on whether a
- 10.** Accelerometer, Computer Definition. A device that detects tilt and Built using MEMS
- 11.** userinputs, is sent to a computer using an input
- 13.** A/Bbuttons, both buttons on a

14. Variables, is a storage location (identified by a memory address) paired with an associated symbolic name (an

15. Output, an amount of something produced by a person, machine, factory,

Down

- 1.** conditional, perform different computations or actions depending on whether a
- 2.** Microbit, designed to encourage children to get actively involved in writing software for computers and building new
- 4.** A/Bbuttons, both buttons on a

5. Accelerometer, Computer Definition. A device that detects tilt and Built using MEMS

6. Variables, is a storage location (identified by a memory address) paired with an associated symbolic name (an

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9. Algorithms, is a finite sequence of well-defined, computer-implementable instructions, typically to solve a class of problems or to perform a

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