

Unit 3: Using Inputs and Outputs

Mission 11: Spirit Level



Intro and Discussion Points:

How level is your desk or table? Write some code to find out! In this project you'll build a spirit level! This is more than just a fun project – it's a useful tool with practical applications.

Discuss how a real *mechanical spirit level* works. The “spirit” is a liquid with space for a bubble, which will be in the center of the tube when it's in a **horizontal** position.

Students will create a digital level using the CodeX's built-in accelerometer and LCD display. Physically rotating the CodeX will move the digital “bubble” they create on the display, with **code**!



CodeX Lesson Plans

UNIT 3: Using Inputs and Outputs	MISSION 11: Spirit Level	# DAYS: 2
UNIT GOALS: Students will use the CodeX sensors to create programs with real-world applications.	ADDITIONAL MATERIALS: <ul style="list-style-type: none"> • none 	VOCABULARY: <ul style="list-style-type: none"> • Comment • Accelerometer • Pixel
FOCUS CSTA STANDARDS: 1B-AP-17, 2-AP-19, 3A-DA-11, 3A-AP-17, 3A-IC-26		
LEARNING TARGETS: <ul style="list-style-type: none"> • I can use comments to explain and document the purpose of each line of code. • I can use variables to calculate and convert measurements. 		
SUCCESS CRITERIA: <ul style="list-style-type: none"> <input type="checkbox"/> Display a numeric “tilt” value from the accelerometer. <input type="checkbox"/> Scale the raw tilt value to show 0-9, indicating 0° to 90° incline. <input type="checkbox"/> Replace the number display with a graphical bubble simulation! 		
KEY CONCEPTS: <ul style="list-style-type: none"> • Meet the accelerometer. There’s one in your cell phone, and in many other devices we use. What is acceleration, and what does that have to do with “horizontal”? <ul style="list-style-type: none"> ○ Make sure students read the accelerometer toolbox entry! • Units conversion! Convert arbitrary units generated by the accelerometer into degrees. • Use a bit o’ math for scaling the degrees to a range suitable for the moving “bubble”. • Setting individual pixels on the display, using <code>display.set_pixel()</code>. <ul style="list-style-type: none"> ○ Note: pixel is a contraction of “picture element” 		
DISCUSS REAL WORLD APPLICATIONS: <p>Let students have a few minutes to play with the spirit level. If they disconnect the USB cable and connect the batteries, they can measure the levelness of various items in the room.</p> <p>Accelerometers used as tilt sensors are important and used every day for:</p> <ul style="list-style-type: none"> • Controlling your phone screen (landscape or portrait) • Building a house • Flying Airplanes • Keeping Solar Panels pointed at the Sun 		
ASSESSMENT STRATEGIES: <p>Remix suggestions (set aside 0.5-1 period to complete):</p> <ul style="list-style-type: none"> • Display a special symbol when level is at the zero mark. <ul style="list-style-type: none"> ○ Example: <code>Image.TRIANGLE</code>. • Adjust the sensitivity, so you can measure precise levels near 0°. <ul style="list-style-type: none"> ○ Hint: $\text{scaled} = (\text{tilt} / 1024) * 100$ ○ Bonus: enable <i>high-sensitivity</i> mode only when a button is pressed. 		
TEACHER NOTES: <p>Always refer to Answer Keys by Mission if you get stuck. All coding solutions are available, in alphabetical order.</p>		