



Across

1. A control system will use input devices to make _____ as to what to do (e.g. whether or not to open an automatic door).
5. A _____ is when a program (or part of a program) goes back to an earlier point and repeats the instructions.
6. To _____ a process is to make it happen automatically.
7. An _____ device puts information into the control system (e.g. a movement sensor on an automatic door).

Down

2. A mini-program within the main program.
3. A diagram that represents a control system.
4. A set of instructions a computer follows.

Interactive Assessments

To play an interactive game with these questions go to www.what2learn.com/games/play/68616/

To play more learning games on Control Systems go to www.what2learn.com and log in. If you do not have an account follow the 'sign up' instructions to make a free one or click to log in as a Guest on the log in page. Press 'Play' and go to the ICT games and play any games that begin '7.6'.

