

Systems and Control

In everyday life we use things and expect certain things to happen because of it. There are lots of examples of things we make happen by doing something to start the process. This can be broken down into three separate areas:-

INPUT - CONTROL - OUTPUT

1. Switch is turned on - something happens we can not see - a light comes on.
2. Get up in the morning - have a wash - go to school.
3. Turn the tap - the valve opens/closes - water flows/stops.
4. Press down the toaster - it heats up - out pops the toast.
5. Pull the lever - brake pad grips the wheel - the bike stops.
6. Get to school late - office issue a late slip - go to detention

What we do is the - **INPUT**
 What makes it happen is the - **CONTROL**
 What happens is the - **OUTPUT**

There are three types of control system: - Electrical, Mechanical and Human.

WRITE THE NUMBER FROM THE ABOVE LIST INTO THE CORRECT COLUMN.

ELECTRICAL	MECHANICAL	HUMAN

In the chart below fill in a different example from those already given to show electrical, mechanical and human control.

	INPUT	CONTROL	OUTPUT
ELECTRICAL			
MECHANICAL			
HUMAN			

Think about your electronic game and make a list of the components in your circuit.....

Now put these in the correct order for INPUT, CONTROL AND OUTPUT.

INPUT	CONTROL	OUTPUT

Why do we need to control the flow of electricity in our electronic game?.....

