

In term of computing:

- 1)What is the goal of your program ?
- 2)What kind of sensors and actuators do you need ?
- 3)What kind of blocks in Scratch will help you to write your code ?
- 4)Write the pseudocode

In term of building:

- 1)Create a sketch of your product and label it with the material you want to use.
 - 2)Create a list of material you think you will need (list the type and number).
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