



Programming B – Selection in Quizzes

YEAR 5
Term 6

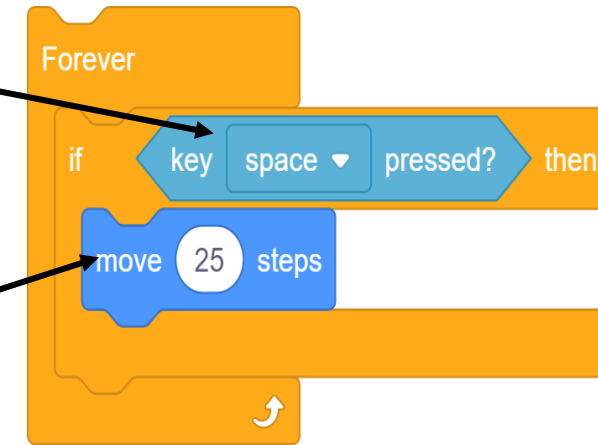
Knowledge Building Blocks:

- To explain that a condition can only be true or false.
- To relate that a count-controlled loop contains a condition.
- To choose a condition to use in a programme.
- To compare a count-controlled loop with a condition-controlled loop.
- To explain that a condition-controlled loop will stop when a condition is met.
- To explain that when a condition is met a loop will complete a cycle before it stops.
- To create a condition-controlled loop.
- To use a condition in an 'if...then...' statement to start an action.
- To explain that selection can be used to branch the flow of a programme.
- To use selection to switch programme flow.
- To explain that a loop can be used to repeatedly check whether a condition has been met.
- To use 'if...then...else...' to switch programme flow in one or two ways.
- To explain the importance of instruction order in 'if...then...else...' statements.

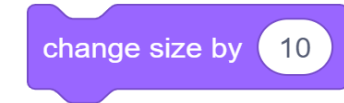
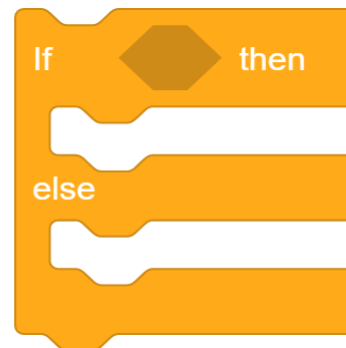
Conditions in Programmes:

Condition: if space bar is pressed

Action: to be carried out when the condition is true



Blocks:



- Key Vocabulary:**
- condition
 - true/false
 - count-controlled loop
 - programme
 - condition-controlled cycle
 - statement
 - branch
 - flow
 - switch
 - instruction blocks
 - Scratch
 - modify
 - algorithms
 - outcomes
 - binary question
 - branching structure
 - templates
 - debug
 - evaluate