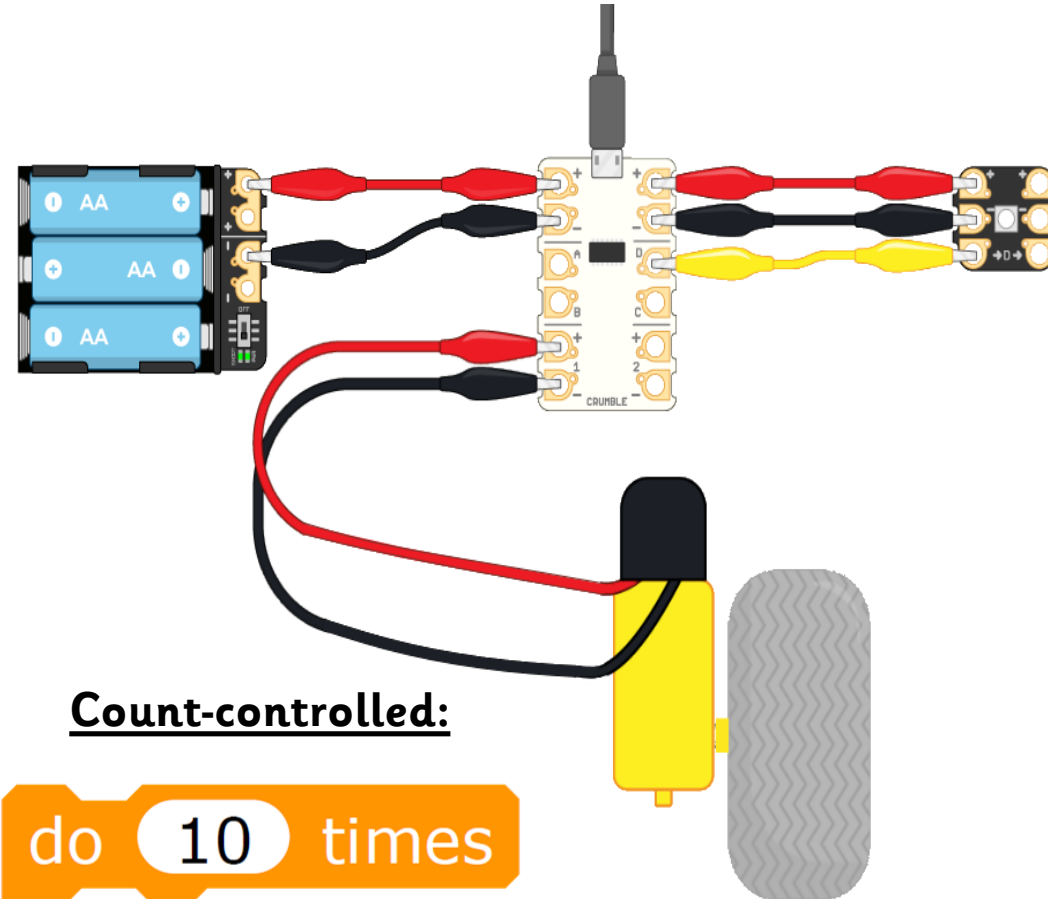


Knowledge Building Blocks:

- To explain that a condition can only be true or false.
- To relate that a count-controlled loop contains a condition.
- To 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 the programme flow in one or two ways.
- To explain that a loop can be used to repeatedly check whether a condition has been met.
- To use a condition in an 'if...then...else...' statement to produce given outcomes.
- To explain the importance of instruction order in 'if...then...else...' statements.

Connecting a Motor and a Sparkle:



Count-controlled:



Key Vocabulary:

- condition
- true/false
- count-controlled
- condition-controlled
- loop/cycle
- statement
- action
- branch/flow
- programme
- selection
- switch
- instruction
- crumble controller
- sparkle
- patterns
- motor
- sequences
- components
- input
- algorithms
- microcontrollers
- debug