

Y5 Computing N2K – Programming B – Selection in Quizzes Summer 1

Concepts

Information Technology

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

Computer Science

Understand what algorithms are, how they are implemented as programmes on digital devices and that programmes executes by following precise instructions. Design, write and debug programmes to accomplish specific goals.

Key Skills

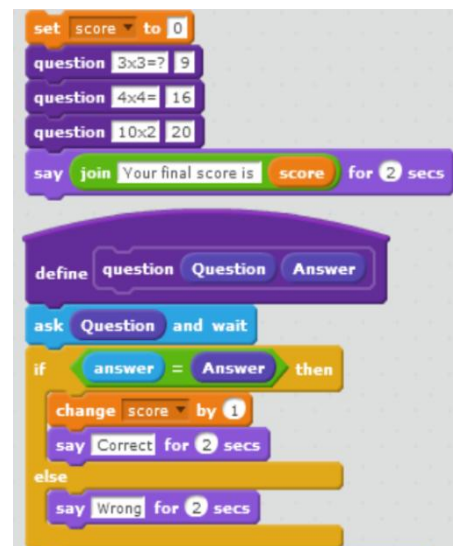
- identify conditions in a program
- recall how conditions are used in selection
- create a program with different outcomes using selection
- identify the condition and outcomes in an 'if... then... else...' statement

Enquiry Questions

How is selection used in computer programs?

How do you create/change the flow of a program?

How do you create a program using selection?



Key Vocabulary

Algorithm- A precise set of ordered steps that can be followed by a human or a computer to achieve a task.

Code - The commands that a computer can run.

Command - A single instruction that can be used in a program to control a computer.

Debugging - The process of finding and correcting errors in a program.

Program - A set of ordered commands that can be run by a computer to complete a task.

Run (execute) - To action the commands in a program.

Decompose - To break down a task into smaller, more achievable steps.

Loop (condition-controlled) - A command that repeatedly runs a defined section of code until a condition is met.

Loop (count-controlled) - A command that repeatedly runs a defined section of code a predefined number of times.