



Linked learning theme: Year 5 – Summer 2

Computing – Programming B – Selection in quizzes

Prior Learning

- Learners will apply skills they have learned in relation to using conditions, 'if' and 'and' commands and will apply these to block coding methods that they have used and revisited multiple times throughout KS1 and KS2.

Core knowledge

Learners will develop their knowledge of 'selection' by revisiting how 'conditions' can be used in programming, and then learning how the 'if... then... else...' structure can be used to select different outcomes depending on whether a condition is 'true' or 'false'. They represent this understanding in algorithms, and then by constructing programs in the Scratch programming environment. They learn how to write programs that ask questions and use selection to control the outcomes based on the answers given. They use this knowledge to design a quiz in response to a given task and implement it as a program. To conclude the unit, learners evaluate their program by identifying how it meets the requirements of the task, the ways they have improved it, and further ways it could be improved.

Key skills

- Control the order of events using conditions.
- Create multiple potential outcomes using conditions.
- Use branching databases to achieve outcomes.
- Test and debug algorithms.
- Evaluate and improve coded programs.

Vocabulary

Algorithm
Conditions
Debug
Else
Evaluate
If
Selection
Then

Learning Outcomes

- To explain how selection is used in computer programs.
- To relate that a conditional statement connects a condition to an outcome.
- To explain how selection directs the flow of a program.
- To design a program that uses selection.
- To create a program that uses selection.
- To evaluate my program.