Year 5	6 Selection in Quizzes

Key Learning:

To explain how selection is used in computer programs
- I can recall how conditions are used in selection
- I can identify conditions in a program
- I can modify a condition in a program

To relate that a conditional statement connects a condition to an outcome
- I can use selection in an infinite loop to check a condition
- I can identify the condition and outcomes in an 'if... then... else...' statement
- I can create a program that uses selection to produce different outcomes

To explain how selection directs the flow of a program
- I can explain that program flow can branch according to a condition
- I can design the flow of a program that contains 'if... then... else...'
- I can show that a condition can direct program flow in one of two ways

To design a program that uses selection
- I can outline a given task
- I can use a design format to outline my project
- I can identify the outcome of user input in an algorithm

To create a program that uses selection
- I can implement my algorithm to create the first section of my program
- I can test my program
- I can share my program with others

To evaluate my program
- I can identify ways the program could be improved
- I can identify the setup code I need in my program
- I can extend my program further

Vocabulary:

selection, condition, true, false, count-controlled loop, outcomes, conditional statement, algorithm, program, debug, question, answer, task, design, input, implement, test, run, setup, operator