




# What I Need to Know: Y5 Computing: Programming – Selection in quizzes

*We nurture the curiosity to learn, the courage to lead and the compassion to care.*

In this unit, we will be using Scratch to revisit how 'conditions' can be used in programming and learning how the 'if... then... else...' structure can be used to select different outcomes depending on whether a condition is 'true' or 'false'. We will use this structure to design a quiz & implement it as a program.

 <b>Create, Communicate &amp; Evaluate</b>	
Design & create a quiz and provide feedback on another learners' quiz. Evaluate and improve my own program	
 <b>Question, Reason, Discuss &amp; Explain</b>	
<ul style="list-style-type: none"><li>Explain how selection is used in computer programs</li></ul>	
<ul style="list-style-type: none"><li>Explain that program flow can branch according to a condition</li></ul>	
<ul style="list-style-type: none"><li>Show that a condition can direct program flow in one of two ways</li></ul>	
<ul style="list-style-type: none"><li>Identify the outcome of user input in an algorithm</li></ul>	
 <b>Know &amp; Do</b>	
<ul style="list-style-type: none"><li>Recall how conditions are used in selection</li></ul>	
<ul style="list-style-type: none"><li>Identify and modify conditions in a program</li></ul>	
<ul style="list-style-type: none"><li>Use selection in an infinite loop to check a condition</li></ul>	
<ul style="list-style-type: none"><li>Identify the condition and outcomes in an 'if... then... else...' statement</li><li>Create a program that uses selection to produce different outcomes</li></ul>	
<ul style="list-style-type: none"><li>Design and share a program that uses selection</li></ul>	
<ul style="list-style-type: none"><li>Identify the set up code I need in my program</li></ul>	

<b>Vocabulary I need to know...</b>
selection, condition, true, false, count-controlled loop, outcomes, conditional statement – the linking together of a condition and outcomes, algorithm, program, debug, implement, question, answer, task, input, outcomes, test, run, setup, share, evaluate, constructive

<b>Opportunities to support English and maths</b>
<ul style="list-style-type: none"><li>Use 'if...then...else' statements in English writing</li><li>Create a presentation to promote their quiz</li></ul>

<b>Curriculum Links and Enrichment Activities</b>
<ul style="list-style-type: none"><li>Work collaboratively with others to create and evaluate a quiz</li><li>Use 'if..then...else' to reason and explain concepts and events in science and humanities.</li><li>Critical thinking and growth mindset</li></ul>