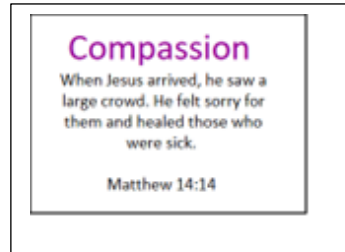


Subject: Computing

Year group: 5

Term: Summer Term

Unit name: Selection in quizzes



Vocabulary	
Selection	output
condition	setup
Count	
controlled loop	
Conditional statement	
Algorithm	
Debug	
program	
input	

Big idea: Use Scratch to produce a quiz which uses if, then, else statements and selection

In this unit, children will use Scratch to 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.

Progression of skills :

Prior learning:

Children have experienced programming floor robots in KS1, moving on to block coding through Purple Mash and then begin to use Scratch and 2 Logo in KS2. Within Year 5 they will use a programmable controller.

Year 3 Programming A-Sequencing Sounds

Here children explored Scratch for the first time and identified how to programme a sequence of commands. They will be familiar with the coding blocks, sprites and general interface of the software.

Year 5 Programming A- Selection in physical computing.

In this unit children will have used their knowledge of if, then and or statements to program a Crumble Controller.

National Curriculum links :

Computing – KS2

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

Key learning assessment statements:

- 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 the finished program.

[How To Get Started In Scratch: Beginners Guide For Students and Teachers - BrightChamps Blog](#)

