



Brookfield Community Primary School
Computing Unit Overview Year 5 Topic: Selection in Physical Computing

Sticky Knowledge	Key Vocabulary
• To know how to control a simple circuit connected to a computer. • To know how to write a program that includes count-controlled loops. • To know that a loop can stop when a condition is met. • To know explain that a loop can be used to repeatedly check whether a condition has been met. • To know how to design and create a physical project that includes selection.	Count-controlled loop, condition-controlled loop, condition, if, then, else, repeat-until loop, flow, outcome, instructions, event-controlled loop.
National Curriculum Coverage	
Computer Science	
✓ Explain that a condition can only be true or false. ✓ Relate that a count-controlled loop contains a condition. ✓ Compare a count-controlled loop with a condition-controlled loop. ✓ Explain that a condition-controlled loop will stop when a condition is met and complete the cycle before it stops. ✓ Create a condition-controlled loop. ✓ Use a condition in an 'if....then' statement. ✓ Explain that selection can be used to branch the flow of a program. ✓ Use selection to switch the program flow. ✓ Use a condition 'if...then...else...' statement to produce a given outcome. ✓ Explain the importance of instruction order in if, then, else statements.	