

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



Sticky Knowledge	Key Vocabulary
• To know how selection is used in computer programs. • To know how a conditional statement connects a condition to an outcome. • To know how selection directs the flow of a program • To know how to design a program which uses selection. • To know how to create and evaluate a program which uses 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	
✓ Understand that conditional statements are used in computer programs. ✓ Understand that conditional statements connect a condition to an outcome. ✓ Explain that instructions in a program produce specific outcomes. ✓ Experiment with a repeat-until loop. ✓ Explain that program flow can branch according to a condition. ✓ Use a condition in an 'if....then' statement and explain the importance. ✓ Use a condition 'if...then...else...' statement and explain the importance. ✓ Show that a condition can switch program flow in one of two ways. ✓ Conclude why a loop can be used. ✓ Explain that a loop can stop when a condition is met. ✓ Explain a sequence within a count-controlled or event-controlled loop. ✓ Modify and create a loop.	