

UKS2 Computing Knowledge Organiser

Year 5 - Term 6 - Programming - Selection in quizzes

Key Focus: 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'.

National Curriculum Objectives:

- 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
- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information



Programming - Selection in quizzes

- 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 which uses selection
- To create a program which uses selection
- To evaluate my program

Key vocabulary	
Word	Meaning
Selection	Choosing whether a line of code or group of lines of code should be run.
Condition	Something that is either true or false.
Conditional statement	A block of code that runs a certain set of instructions only if a certain condition is met.

Sticky Knowledge:

Code can be designed to run when conditions are met.

Selection can be used to define the order in which code is run or not.