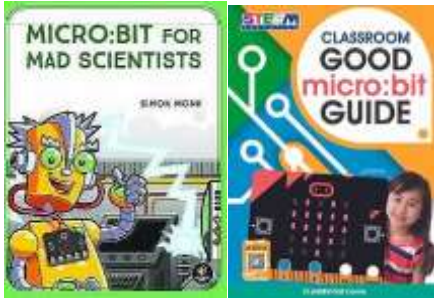


Year 5 – Programming A – Selection in physical computing.

Pupils will make use of their knowledge of repetition and conditions when introduced to the concept of selection (through the 'if...then...' structure) and write algorithms and programs that utilise this concept.

What I may already know?	Vocabulary	
- To identify that accuracy in programming is important - To create a program in a text-based language. - To explain what 'repeat' means. - To modify a count-controlled loop to produce a given outcome. - To decompose a task into small steps. - To create a program that uses count-controlled loops to produce a given outcome.	Microcontroller	a control device which incorporates a microprocessor.
	Infinite loop	An infinite loop is a sequence of instructions in a computer program which loops endlessly , either due to the loop having no terminating condition, having one that can never be met, or one that causes the loop to start over.
	debug	identify and remove errors from (computer hardware or software).
	Count controlled loop	A repetition sequence that is repeated a specific and designated number of times.
	Condition controlled loop	A repetition sequence that is repeated if a condition is met – usually true or false.
	Conditions	Conditions are statements that need to be met for a set of actions to be carried out.
What will I know by the end of the unit?		
- To control a simple circuit connected to a computer - To write a program that includes count-controlled loops - To explain that a loop can stop when a condition is met - To explain that a loop can be used to repeatedly check whether a condition has been met - To design a physical project that includes selection	<u>Relevant Reads</u>	
		

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