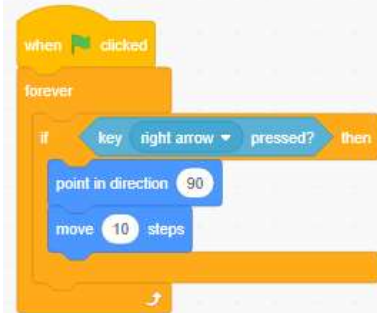


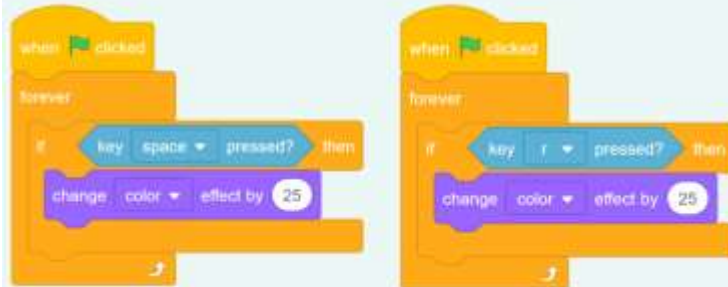
Learners will develop their knowledge of 'selection' by revisiting how 'conditions' can be used in programming, and then learning how the 'if... then... else...' structure can be used to select different outcomes depending on whether a condition is 'true' or 'false'.

What I may already know?	Vocabulary	
- 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	Conditions	If something is pressed that is identified.
	Selection	A coding step that actions something once a user has entered a value of pressed a key.
	Program flow	The direction in which programs flow can be altered by the users
	Interaction	A physical conversation by user and programming that can change the direction of the program.
	Binary	Used in Binary questions where there are only two possible answers
	Boolean logic	A programing technique that uses 'if, when, then' or 'else'
What will I know by the end of the unit?		
- To explain how selection is used in computer programs - I can recall how conditions are used in selection - I can identify conditions in a program - I can modify a condition in a program - To relate that a conditional statement connects a condition to an outcome - I can use selection in an infinite loop to check a condition - I can identify the condition and outcomes in an 'if... then... else...' statement - I can create a program that uses selection to produce different outcomes - To explain how selection directs the flow of a program - I can explain that program flow can branch according to a condition - I can design the flow of a program that contains 'if... then... else...' - I can show that a condition can direct program flow in one of two ways	<u>Relevant Reads</u> 	

- | | |
|---|--|
| <ul style="list-style-type: none">• To design a program that uses selection• I can outline a given task• I can use a design format to outline my project• I can identify the outcome of user input in an algorithm• To create a program that uses selection• I can implement my algorithm to create the first section of my program• I can test my program• I can share my program with others• To evaluate my program• I can identify ways the program could be improved• I can identify the setup code I need in my program• I can extend my program further | |
|---|--|



1. What does this code do? Explain your answer.



What do we call the blue band on these blocks of code?

- a. Conditions
- b. Selections
- c. movements



2. What is incorrect about this code?