Programming B: Selection in Quizzes Year 5

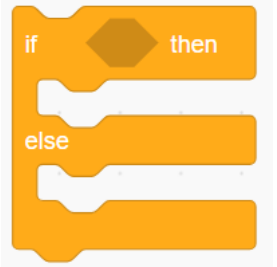
What should I already know?

- A basic understanding of '**selection**' from the Programming A unit.
- '**Conditions**' are statements that must be true/false or questions that can be answered yes/no for an action to be carried out.
- The difference between **count-controlled** and **infinite loops**.
- That a branching database is a collection of data organised in a tree structure using yes/no or true/false questions. These are referred to as **Binary Trees** in computing. 

Condition Blocks in Scratch are always hexagonal

And fit into other blocks with a hexagonal space.

The 'If _____ then' block means **selection** has been used.



The 'If __ then__ else' block means an action will be carried out even if the condition is false.

Conditional Statement:

describes how a condition is connected to an

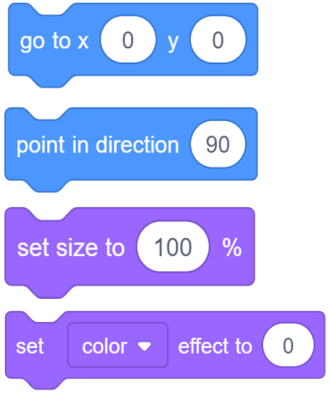
outcome or outcomes.

Setup

Telling the computer how the sprite should appear at the start of every game/quiz.

It's like setting up a board game

correctly each time you play



Key Concepts

Program-

Repetition

Selection

Algorithms

Abstraction

Evaluation

Debugging

Creating

Key Concept Icons from https://www.barefootcomputing.org/ Screenshots from Teach Computing Resources https://teachcomputingorg/

Scratch Blocks from https://scratch.mit.edu/