Computing Topic Overview: **Programming - Selection in Physical Computing**

Previous linked learning	I think I already know…	I would like to find out…
(*Yr 4 - Repetition in Shape*) Identify the accuracy in programming is important. Explore what 'repeat' means Modify a count-controlled loop to produce a given outcome. Create a program that uses count-controlled loops to produce a given outcome. (*Yr 3 - Sequence in Sounds*) Recognise that a sequence of commands can have an order. (*Yr 2 - Events and Actions*) Design an algorithm		

Key Vocabulary

Microcontroller	**Crumble**
controller	**components**
LED	**Sparkle**
crocodile clips	**connect**
battery box	**program**
repetition	**infinite loop**
count-controlled loop	**condition**
true	**false**
input	**action**
selection	**motor**
switch	**algorithm**
debug	**evaluate**

By the end of this unit, you will be able to…

- control a simple circuit connected to a computer
- write a program that includes count-controlled loops
- explain that a loop can stop when a condition is met, e.g. number of times
- conclude that a loop can be used to repeatedly check whether a condition has been met
- design a physical project that includes selection
- create a controllable system that includes selection