



Computing Topic Overview: Programming - Selection in Quizzes		
Previous linked learning	I think I already know...	I would like to find out...
<p>(Yr 3 - Events and Actions) Explain how a sprite moves Create a program to move a sprite in four directions Develop my program by adding features Identify and fix bugs in a program</p> <p>(Yr 2 - Intro to Quizzes) Explain that a sequence of commands has a start Change a given design</p>		
Key Vocabulary		
<p>selection</p> <p>true</p> <p>count-controlled loop</p> <p>conditional statement – the linking together</p> <p>condition and outcomes</p> <p>algorithm</p> <p>debug</p> <p>question</p> <p>task</p> <p>outcomes</p> <p>run</p> <p>share</p> <p>constructive</p>	<p>condition</p> <p>false</p> <p>outcomes</p> <p>program</p> <p>implement</p> <p>answer</p> <p>input</p> <p>test</p> <p>setup</p> <p>evaluate</p>	<p>By the end of this unit, you will be able to...</p> <ul style="list-style-type: none"> - explain how selection is used in computer programs - relate that a conditional statements connects a condition to an outcome - explain how selection directs the flow of a program - design a program which uses selection - create a program which uses selection - evaluate my program

