



## Topic:

Scratch – Selection in quizzes  
Cycle A Spring Term 2 Y5/6

### Did you know ...

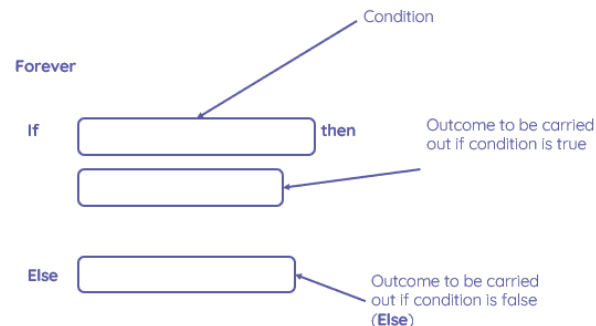
Programmers do not put their computer programs straight to work.  
They trial them first to find any errors.



### New Vocabulary

Selection	Part of a program where if a condition is met (usually a decision or a question), then a set of commands is run.
Conditions	A statement that can either be true or false.
Loop (infinite)	A command that repeatedly runs a section of code.
Command	A single instruction that can be used in a program to control a computer.

### Algorithm



### Helpful hints

If your algorithm does not work correctly the first time, remember to debug it.

### Career links

Software developers design, build and test computer programmes.

To develop your career route, you would need to understand different programming languages, algorithms, and data structures.

### New Knowledge

At some point, a program may need to ask a question because it has reached a step where one or more options are available. Depending on the answer given, the program will follow a certain step and ignore the others.

**Conditions** are statements which need to be met for a series of actions to be carried out. We usually see this with the words **'if...then...else.'**

We use **selection** in programming to decide which actions to follow. We can create a program that uses selection to produce different outcomes.

### Prior Learning

**In Year 1/2, pupils learned:**

**Programming** is when we make a set of instructions for computers to follow.

An **algorithm** is a list of step-by-step instructions to follow in order to complete a task or solve a problem.

When we fix a problem in a code, we call this **debugging**.

A **sprite** is a character or object on Scratch.

The **stage** is the background of the game.

**In Year 3/4 pupils learned:**

On Scratch, blocks are shaped like puzzles as they fit and connect together vertically to create an **algorithm**.