

Glossary:

- predict - You predict what you think the code will do.
- Program - A set of ordered commands that can be run by a computer to complete a task
- Decompose - To break down a task into smaller, more achievable steps
- Sequence - The order in which things are arranged or happen
- Loop - Commands that repeatedly run a defined section of code
- Loop (count-controlled) - A command that repeatedly runs a defined section of code a predefined number of times
- Debug - The process of finding and correcting errors in a program
- condition - A statement that can be either True or False
- selection - Part of a program where if a condition is met, then a set of commands is run

KS2 Computing – Knowledge Web – Selection

The Concept

In KS2 the children will be developing their understanding of selection as a programming structure through which a computer executes one or other set of instructions according to whether a particular condition is met.

Selection can be built into a sequence of instructions. At the core of many educational games is a simple selection command: if the answer is right, then give a reward, otherwise (else) say the answer is wrong.

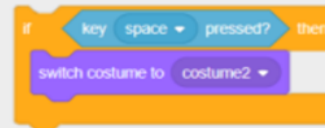
If... then

Unplugged



If.....then

Plugged



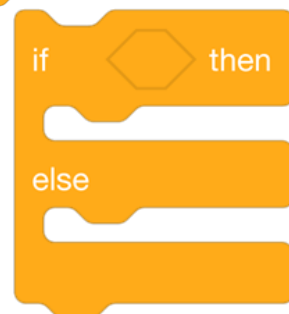
If... Else...

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If... Else...

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Selection is how a computer program makes decisions. Those decisions are based on conditions. In this case the condition is whether or not it is raining.

Sticky Knowledge:

- To know a loop can be stopped when a condition is met.
- To know conditions in computing allow the program to flow in different directions.