



Year 5 - Summer - Computing Knowledge Organiser

What I already know...

- I can explain what a sequence is
- I can create a sequence of connected commands
- I can combine sound commands
- I can build more sequences of commands to make my design work

What I will learn...

- To explain how selection is used in computer programs
- To relate that a conditional statement connects a condition to an outcome
- To explain how selection directs the flow of a program
- To design a program which uses selection
- To create a program which uses selection
- To evaluate my program

Key Vocabulary

Programming	When we make a set of instructions for computers to follow.
Conditions	'Conditions' are statements that need to be met for a set of actions to be carried out.
Conditional Statement	A conditional statement tells a program to execute different actions depending on whether a condition is true or false.
Selection	These decisions when designing programs are known as 'selection', and are commonly implemented using 'if' statements. Selection is used to control the flow of actions in algorithms and programs by checking whether a condition has been met.
Outcome	The result of the programming.
Algorithm	An algorithm is a set of guidelines that describes how to perform a task.



Making a difference at The Merton

The learners will build on their current programming skills this term. They will develop their knowledge of selection by revisiting how conditions can be used in programs and then learning how the If... Then... Else structure can be used to select different outcomes depending on whether a condition is true or false. They will represent this understanding in algorithms and then by constructing programs using the Scratch programming environment.

Making a difference at home

Continue to explore conditions in programs by using scratch at home on a :

<https://scratch.mit.edu/projects/editor/>