

*Inspiring and enabling our school community to live life to the full*



**YEAR 5**

**Subject: Computing**  
**Unit: Programming – Selection in quizzes**

**Characteristics of an Effective Learner**

Courage  
Commitment  
Collaboration  
Creativity  
Curiosity

**Prior Learning:**

Key concepts from Education for a connected World:

Year 1 Introduction to programming

Year 2 Programming Robot algorithms

Year 3 Programming sequences in music

Year 4 Repetition in gaming

Year 5 Programming A selection in physical computing

**Key Vocabulary taught in this unit:**

Selection, condition true, false, count-controlled loop, outcomes, conditional statements, algorithm, program, debug, question, answer, task, design, input, implement, design, test, run, setup, share, evaluate, constructive

**Intent: What do we want the children to know, be able to do by the time they complete this unit?**

- **Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts**  
Design and create a program that uses selection, implement an algorithm
- **Use sequence, selection, and repetition in programs; work with variables and various forms of input and output**  
Explain how selection is used in computer programs, relate that a conditional statement connects a condition to an outcome,
- **Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs**  
Explain how selection directs flow of a program, evaluate a program

**Impact / Outcome:**

**What will the final product / result be?**

Pupils will develop their knowledge of 'selection' and how 'conditions' can be used in programming, They will construct programs using Scratch to design a quiz in response to a given task and implement it as a program.

**P4C Inquiry (where appropriate)**

N/A