Raspberry Pi Foundation

Learning graph
Year 5 –Selection in physical computing

To choose a condition to use in a program

To explain that a condition can only be true or false

To relate that a count-controlled loop contains a condition

To compare a count controlled loop with a condition-controlled loop

To explain that a condition-controlled loop will stop when a condition is met

To explain that when a condition is met a loop will complete a cycle before it stops

To create a condition-controlled loop

To use selection to switch program flow

To use a condition in an 'if… then…' statement to start an action

To explain that selection can be used to branch the flow of a program

To explain that a loop can be used to repeatedly check whether a condition has been met

To use 'if… then… else…' to switch program flow in one of two ways

To explain the importance of instruction order in 'if… then… else…' statements

Key:

Concept

Skill

Links:

Direct prerequisite

Scaffolding not direct prerequisite