WINKLEIGH Primary School

Year 5—Programming B – Selection in quizzes.

Innovation—Introducing new ways and methods

Prior Knowledge

Year 1– Understand what algorithms are, how they are implemented as programs on digital devices.

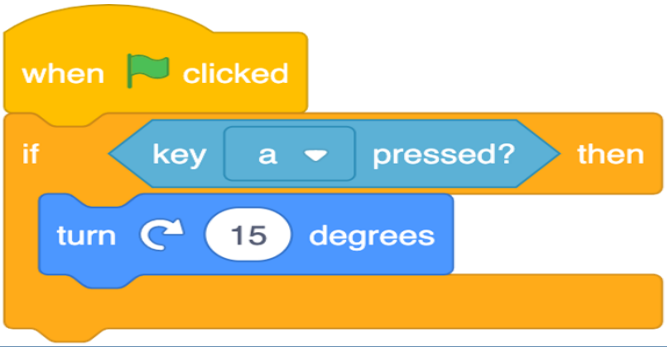
Year 2 - Understand what algorithms are; how they are implemented as programs on digital devices.

Year 3 – Design, write and debug programs that accomplish specific goals.

Year 4 – Use logical reasoning to explain how some simple algorithms work, and to detect and correct errors in algorithms and programs.

Future Knowledge

Year 6—Select, use and combine a variety of software on a range of digital devices.



My Component Knowledge:

Lesson 1: I can identify conditions in a program.

Lesson 2: I can create a program that uses selection to produce different outcomes.

Lesson 3: I can explain the meaning of program flow.

Lesson 4: I can use a design a format to outline my project.

Lesson 5: I can implement and test my algorithm.

Lesson 6: I can extend and evaluate my program.

My Composite Knowledge:

I can use sequence, selection, and repetition in programs; work with variables and various forms of input and output.

My Powerful Knowledge:

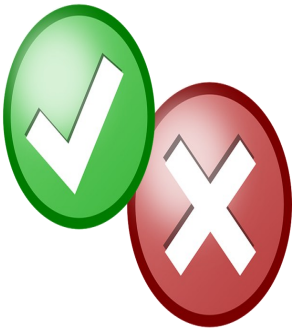
I can use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.

Key Vocabulary

Tier 1: design, program, test, selection, evaluate

Tier 2: implement, algorithm, setup, outcome, share

Tier 3: debug, condition, constructive



What is 36 + 42

- 64
- 78
- 76

Submit Answer

What is selection?

What is a variable and how does it impact your program?