

variable1 > 10

In Year 4, you learnt:

- repeating commands can also be referred to as a 'loop'. Loops can be repeated indefinitely, or for a set number of times
- 'count-controlled loops' are loops that are repeated for a set number of times
- Initialisation is the process of setting starting values (variables) for a program, so that the program starts in the same way each time

Key Vocabulary		
selection	outcomes	answer
condition	conditional statement (the linking together of a condition and outcomes)	question
true	algorithm	true
false	program	false
count-controlled loop	debug	task
outcomes	input	design
test	run	

I have worked out that this statement is true because



_____.

These code snippets are similar in several ways including: _____.

The one difference between these code snippets is the _____.

These two algorithms differ because one _____ and the other _____.

The reason the forever loop changes the way the program runs is _____.

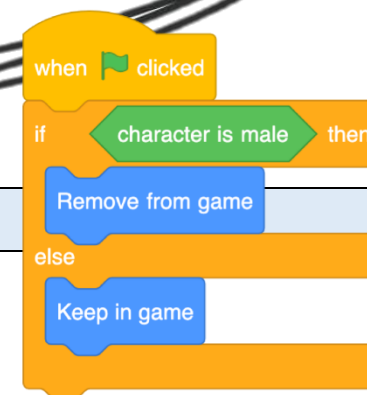
I predict that the sprite will _____ if the condition is met (true).

X has been met, therefore I think _____ will happen.

If _____, then _____, else _____



Possible improvements may include _____.



Key Facts

- 'conditions' are statements that need to be met for a set of actions to be carried out
- 'selection' is a programming construct that makes use of conditions to decide which set of actions to follow
- selection can be represented by the structure 'if... then... else...'
- a 'conditional statement' is used to describe how a condition is connected to an outcome or outcomes
- the structure 'if... then... else...' can be used to control the flow of actions in programs, and to identify which outcome will be selected by identifying whether the condition has or has not been met
- an algorithm with a branching structure can be used to represent selection using the 'if... then... else...' structure

