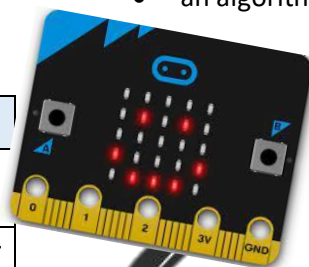


In Year 5, you learnt:

- 'conditions' are statements that need to be met for a set of actions to be carried out
- selection can be represented by the structure 'if... then... else...'
- 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



Key Vocabulary		
Micro:bit	process	sensing
MakeCode	selection	accelerometer
input	condition	step-counter
output	if then else	plan
flashing	variable	create
USB	random	code
trace	value	test



Both the Scratch and the Micro:bit programming environment

has some similarities which are _____.

I can infer from the program that _____.

The advantages of running a Micro:bit using a battery are _____ and the disadvantages are _____.

Using the accelerometer in the Micro:bit improves the computer, in my opinion, because _____.

Having analysed the Micro:bit it has the following inputs _____.

The consequence of setting a compass heading of less than 45° will result in an output of _____.

Key Facts

- a micro:bit as an input, process, output device that can be programmed
- the micro:bit is a tiny computer that runs programs created in the environment MakeCode
- flashing is when a program is downloaded from the computer to the Micro:bit
- program flow — this is the order in which commands are executed (run) in a program
- a variable is a value that can be set and changed throughout the running of a program

