Year 5
Programming B

Key vocabulary

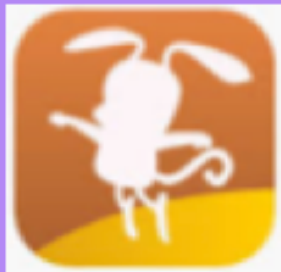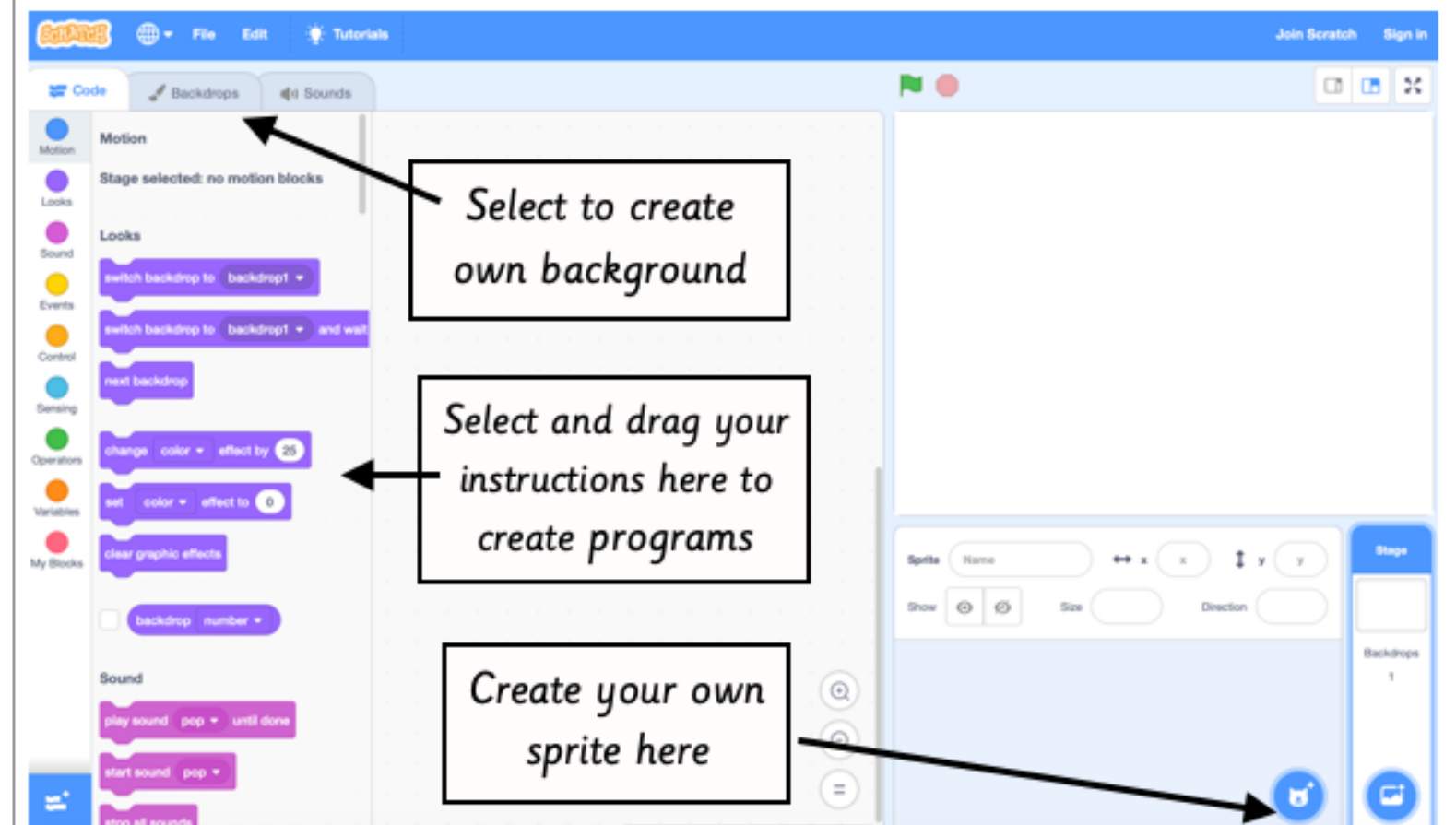|	
algorithm	Step-by-step instructions to achieve a particular goal
Selection	When designing programs, there are often points where a decision must be made. These decisions are known as 'selection'
predict	To say that an event or action will happen in the future
Condition	Conditions' are statements that need to be met for a set of actions to be carried out.
Syntax	The 'grammar' of a program - the rules of a programming language that make it make sense
Debug	Revisit your code to remove errors and remove unexpected behaviours to make it function as you wanted
Scratch	A free programming language and online community where you can create your own interactive stories, games, and animations

Apps/ Software

Kahoot	Pyonkee	Scratch

Scratch

Select to create own background

Select and drag your instructions here to create programs

Create your own sprite here

Identifying Program Parts

Where is the ...?

- Condition
- Outcome when the condition is true
- Selection command
- Question
- Outcome when the condition is false

when 🏳 clicked

ask Is 56 in the eight times table? and wait

If answer = yes then

Say Great job! for 2 seconds

Else

Say Incorrect for 2 seconds