



Year 5 - Summer 2 Programming B

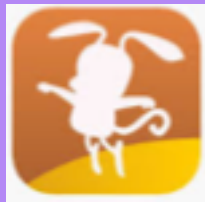
Key vocabulary

| | |
|-----------|---|
| 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

