Coley Primary School – Knowledge Organiser

SUBJECT FOCUS:	Computing – coding	YEAR	5

Prior learning: Simple input sequences; repetition - count controlled and indefinite loops

Key knowledge

Selection

Real-life examples

Each day we make choices depending on certain things. This is what is meant by **selection**. For example, if it rains in the morning I will wear my coat to school, otherwise I won't. Other examples include: if I have crisps in my lunchbox, I will eat these after my sandwich.

Selection in coding

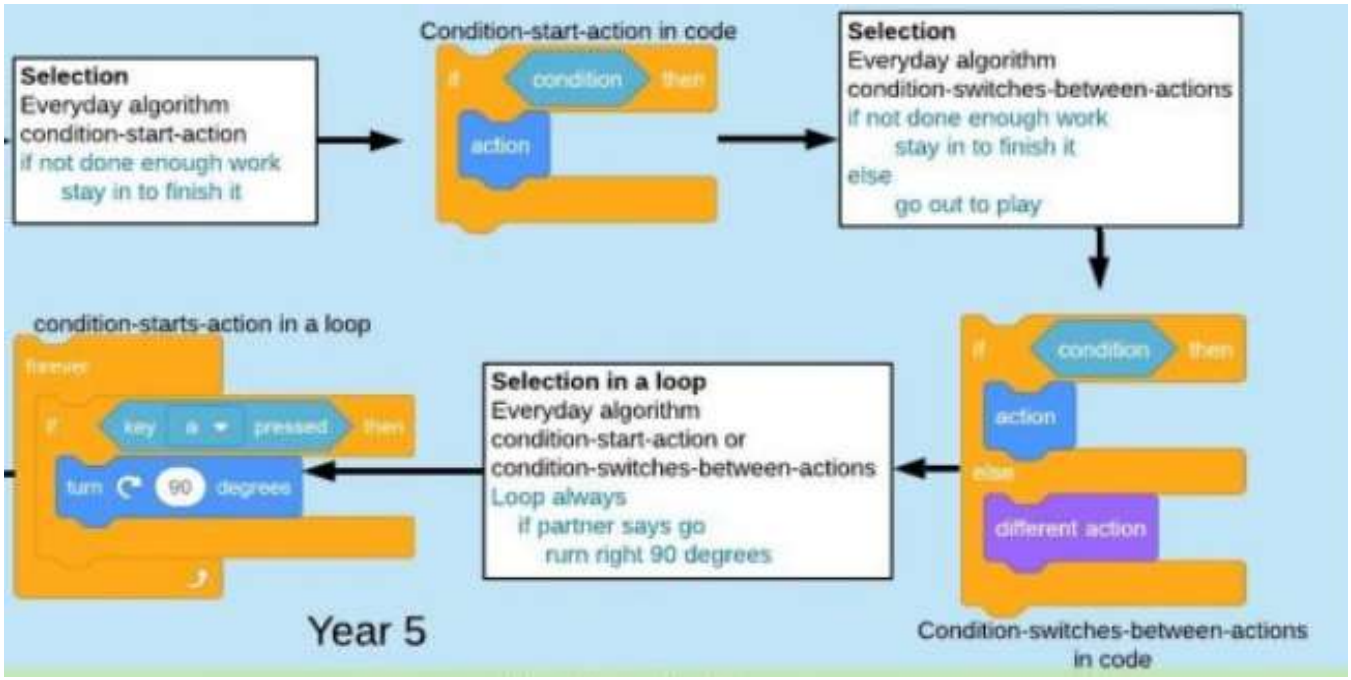
Just like in real-life, selection in coding refers to instructions such as **if … then** or **if … else.** For example, in a quiz we might have: if 'true' is entered, increase score by 1. Selection means decisions about what the program does depend on whether or not certain conditions are met.

Selection in Scratch

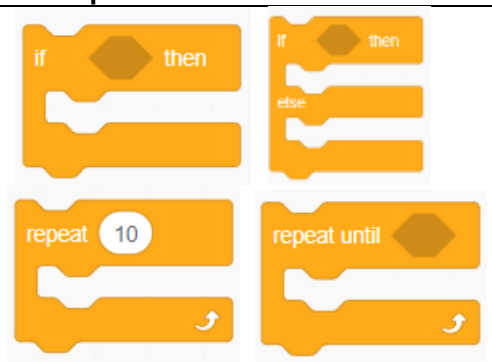
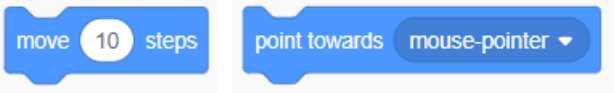
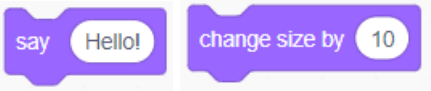
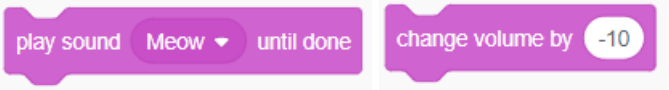
Concept	Explanation	Example
conditional statements	**if** and **if-else** check for a condition.	

Here are some more examples of how it might look in Scratch:

- condition starts action (eg if 'true' is entered increase score by 1)
- condition switches between action (eg if 'true is entered increase score by 1, otherwise decrease score by one)
- condition starts action in a loop (if 'a' is pressed, turn 90° and repeat forever)



Scratch blocks

block colour	what it does	examples
Control	controls scripts	
Sensing	detects things	
Events	makes things happen	
Motion	makes things move	
Looks	changes how something looks; makes things appear and disappear	
Sound	makes a sound	

Vocabulary

selection - decisions in which what the program does depends on whether or not certain conditions are met

condition – if something happens, eg ***if…then***

operation – what the program does

loop – action repeated over and over

Experiences

Everyday selection

Unplugged and role-play activities

Code-it Gold: App – Making Choices / Wizard's Choice

Code-it Gold: Game - My Best Game: focussing on design

Code-it Gold: Game - Diving Beetle / Cheese crush

Can you …?

Give everyday examples of selection

Use unplugged activities before coding to explore selection

Use control, sensing and events blocks in Scratch confidently

Spot where selection has been used in a simple app or game

Recognise and use selection in Scratch code

Predict what will happen from code only

Use models to create your own simple apps and games in Scratch