A screenshot of a computer program

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I can use a design format to outline my project

I can identify the outcome of user input in an algorithm

A diagram of a quiz

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I can explain that program flow can branch according to a condition

I can design the flow of a program which *contains  if… then… else...*

A screen shot of a computer screen

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I can identify ways the program could be improved

I can identify what setup code my project needs

A screenshot of a computer program

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| I can implement my algorithm to create the first section of my program  I can test my program |

A screenshot of a computer program

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I can identify conditions in a program

I can modify a condition in a program

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| **Key Vocabulary** |

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| Action | Something to be carried out when the condition is true |
| Algorithm | A set of step-by-step instructions that describe how to perform a task |
| Condition | Is something that must be either true or false |
| Conditional statement | The linking together of a condition and outcomes |
| Count controlled loop | When a task needs to be repeated a certain number of times. |
| Debug | when you find an issue in the program that you have written and repair it |
| Evaluate | To say what is good or bad about something |
| Implement | To carry out or put into action |
| Input | To put something in |
| Outcomes | The results |
| Program | A defined set of algorithms or processes that are completed in order to achieve a task |

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| I can use selection in an infinite loop to check a condition  I can identify the condition and outcomes in an *if..then… else…* statement |

A screen shot of a computer

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Programming- selection in quizzes