

Conditional events (Selection)

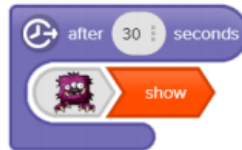
Selection is a way of making a program automatically choose to run code when a specific condition is met.

If _____ happens, then run this code: _____.

If the rabbit touches the brown fence, then stop it.



If 30 seconds have passed, then show a baddy.



Year 6 Computing Summer 1

Key vocabulary

Microcontroller
Crumble controller
Components
LED
Sparkle
Crocodile clips
Connect
Battery box
Program
Repetition
Infinite loop
Output devices
Motor
Count
Controlled loop
Condition
True
False
Input
Selection
Action
Design
Selection
Algorithm
Debug
Evaluate

Computer systems

-**Hardware** is all the physical electronic components of a computer.

-**Software** is the programs which run on a computer, like a word processor or a game.



-**Control systems** monitor the environment and make a computer react.

You can control a **thermostat** so the heating knows at what temperature to turn itself on and off.



A **burglar alarm** will sound if it has been turned on.

Before we learn our topic:

- What is the meaning of 'selection' in the context of programming?

- Put the three aspects of software in the correct order:

Output → Input → Processing _____ → _____ → _____

- Name three control systems use in modern society:

After we learn our topic:

- What is the meaning of 'selection' in the context of programming?

- Put the three aspects of software in the correct order:

Output → Input → Processing _____ → _____ → _____

- Name three control systems use in modern society:
