

# Lesson 1: Exploring conditions

Year 5 – Programming – Selection in quizzes

# Lesson 1: Exploring conditions

To explain how selection is used in computer programs

- I can recall how conditions are used in selection
  - I can identify conditions in a program
  - I can modify a condition in a program
- 
- If you come across these icons they give you an instruction



Answers need writing in your book – or on the screen if you wish to use this as your textbook.



You will need to carry out some programming..

# True or false?

On the next slide, several statements will appear.



Write them in your books and record whether the statement is true or false for you.



# True or false?

Today is Wednesday

I walked to school this morning

My birthday is in March

It is raining

I like carrots

Computing is my favourite lesson

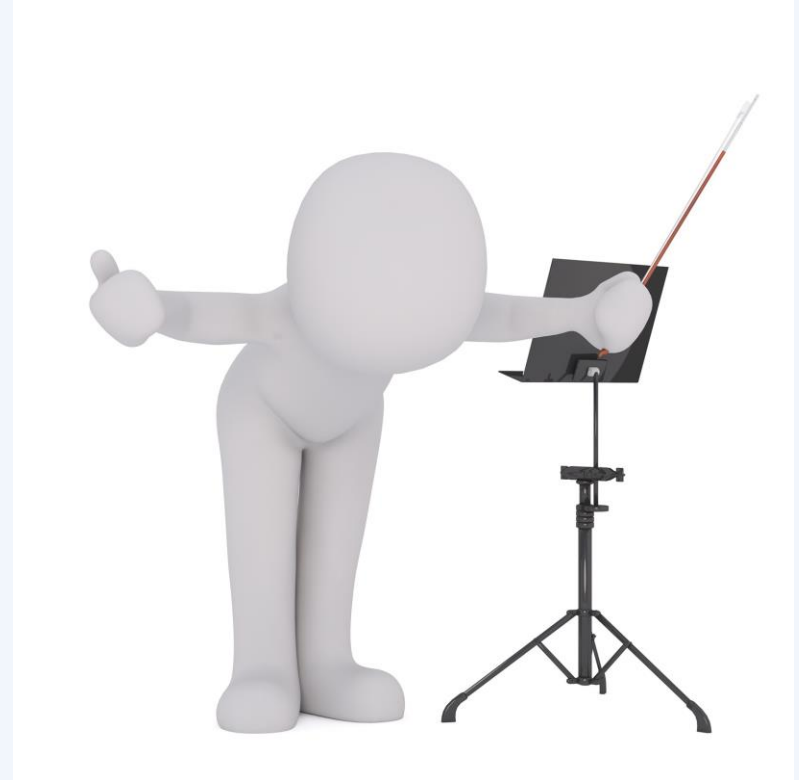
My first name contains the letter 's'

I want extra homework this week

# True or false?

**If** you recorded more than three 'trues'

**Then** stand up and take a bow



# Selection

Play the program: (Hold down control and click the left hand mouse button over the link.)

[ncce.io/pg5b-1-a1-c](https://ncce.io/pg5b-1-a1-c)

- What selection is taking place?

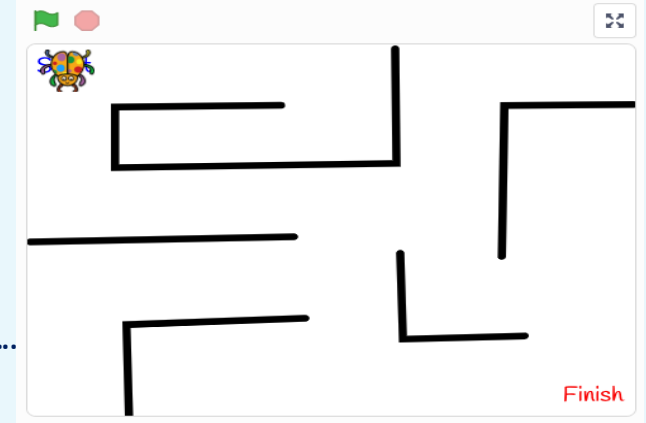
**Selection refers to a decision in a computer program. It often uses “If..... next.”**

- What conditions are being used?

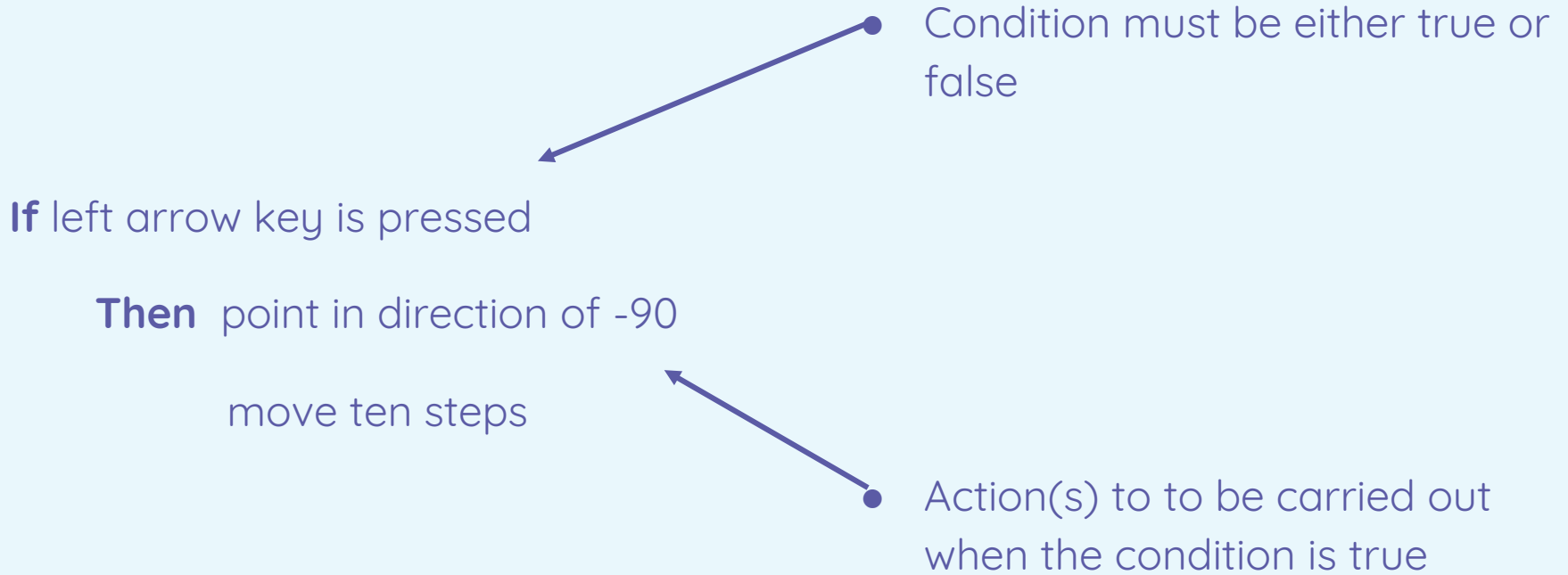
**The computer program checks to see which button is pressed**

- What actions are being carried out if the conditions are true?

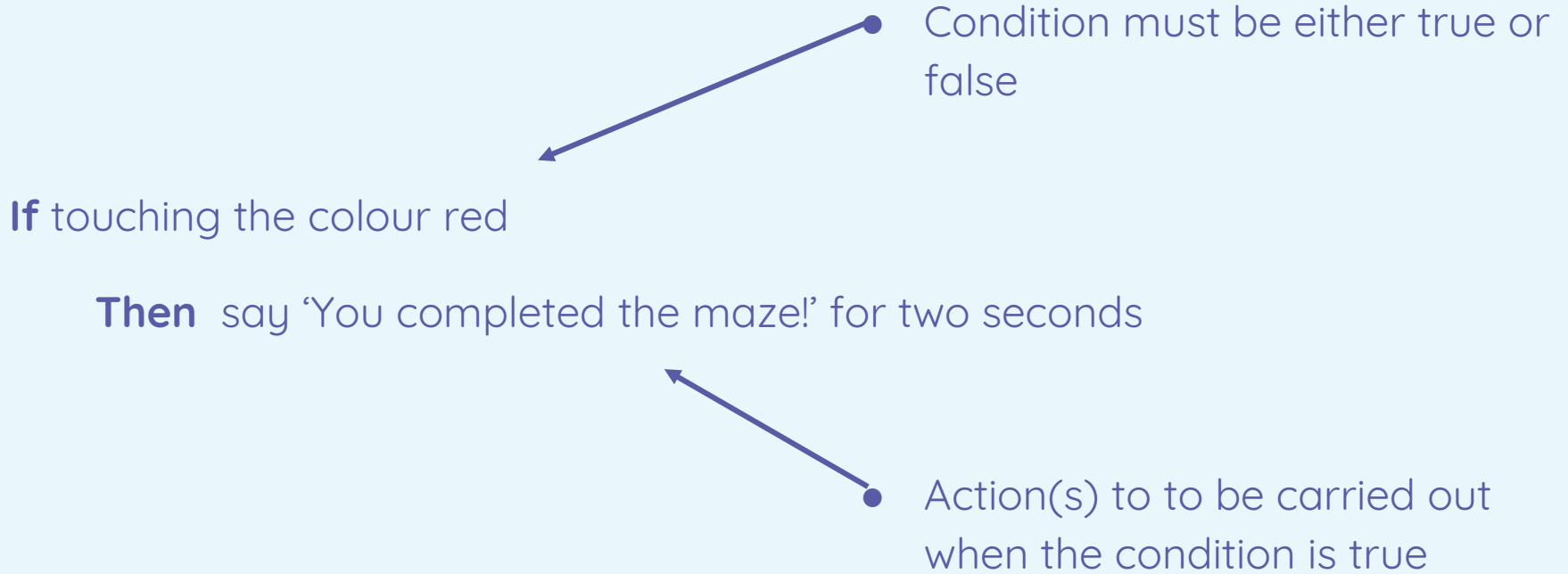
**If the computer detects the computer being pressed it enables an outcome**



# Using selection

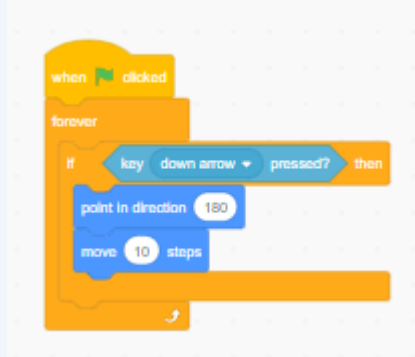


# Using selection

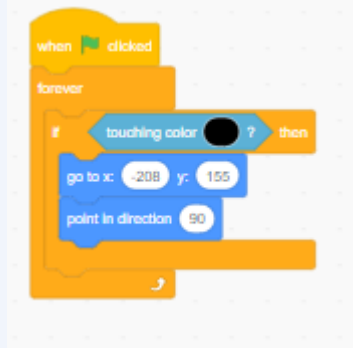




# Click 'See Inside' and look at the programming of the game



What does this piece of programming do?



What does this piece of programming do?



# Condition in programs

This **block** can be used as a condition when writing programs in Scratch.

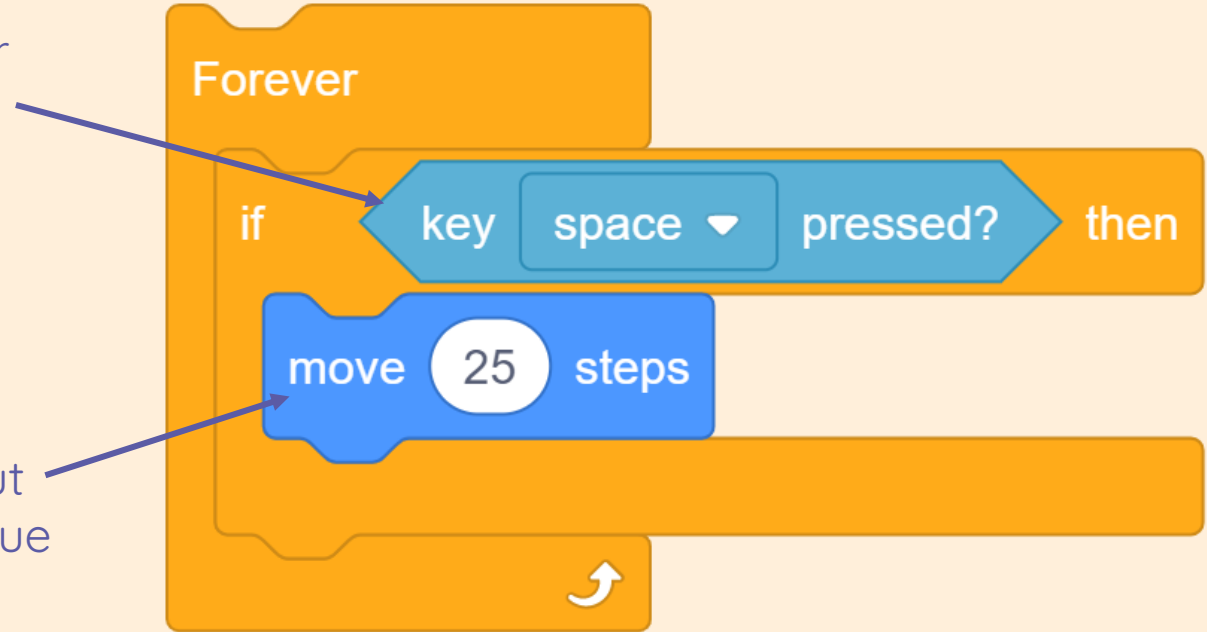
The **condition block** needs to be used with other blocks to control the flow of actions.

**Condition blocks** are all the same shape (a hexagon). The blocks they are used with have a hexagonal space in them.



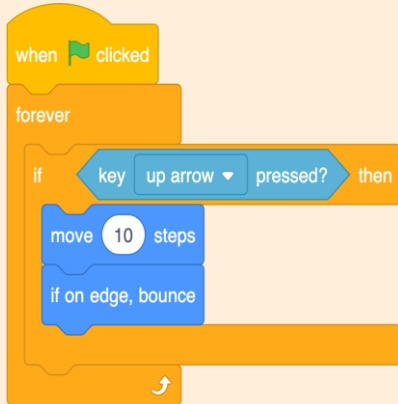
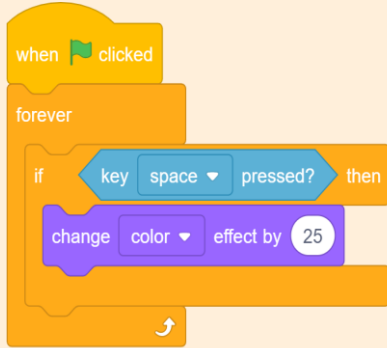
# Condition in programs

**Condition:** if space bar  
is pressed



**Action:** to be carried out  
when the condition is true

# Condition in programs



Open a new Scratch program.

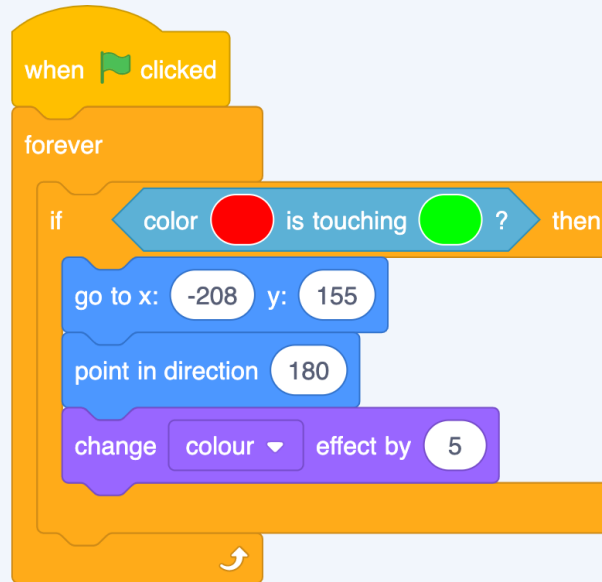
Copy these programs out and then write down what happens to each one.

Can you change the output?

Copy your new programme out with an explanation.



# Think and record



Is selection used?

What happens?



## How confident are you? (1-3)

- I can recall how conditions are used in selection
- I can identify conditions in a program
- I can modify a condition in a program

**3 – Very confident**



**2 – Unsure**



**1 – Not confident**



# Next lesson

## In this lesson, you...

Explored some of the ways that conditions can be used in programs, and modified the conditions that were used in programs

## Next lesson, you will...

Recall how repetition is used in selection, develop your understanding of selection by using the 'if, then, else' structure, and identify and modify the outcomes of programs that use selection