Selection in Physical Computing

Year 5 Knowledge Organiser

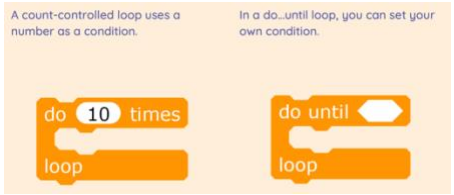
Know how to:

- Control a simple circuit connected to a computer. Write a program that includes count-controlled loops
- Explain that a loop can stop when a condition is met.
- Explain that a loop can be used to repeatedly check whether a condition has been met.
- Design a physical project that includes selection
- To create a program that controls a physical computing project

Key questions:

How do I control a simple circuit connected to a computer?

What is the role of a loop in a program?



How do I create a program that controls a physical computing object?

Key Vocabulary	
Word	**Definition**
Loops	Programmers often use loops in their programs that make a set of commands run several times
Program	A series of instructions that has an input and output.
Input	An instruction or action at the beginning of a system.
Output	The end result of an input in a computer system.
Components	Individual parts of a computer system.