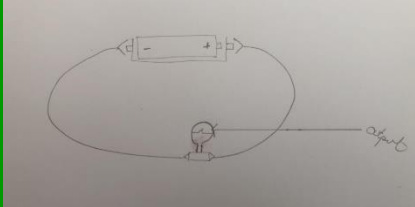
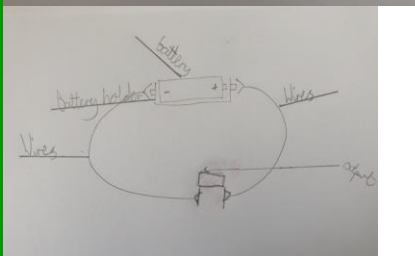




KNOWLEDGE ORGANISER

COMPUTING	CODING (SELECTION)	YEAR 5
Cross curricular links	Key skills	Key Vocabulary/definitions
<p>Science – Constructing electrical circuits</p> <p>Maths: When creating and solving maths problems and puzzles.</p> <p>Design technology: Using construction kits with programming can really focus learning on the outcome of selection in real world situations, like a model buggy that turns headlights on when the lights are turned off in the classroom.</p>	<ul style="list-style-type: none">● To identify the output in an electrical circuit● To understand how selection is represented in flowcharts● To use tinkering to find inputs on the BBC micro:bit● To plan, write, test and debug programs	<p>Output: Something that sends information out from a computer is known as an output device.</p> <p>Flow chart: A flowchart is a diagram depicting a process, a system or a computer algorithm.</p> <p>Debug: To debug is to fix a sequence in a computer program.</p> <p>Selection: Selection is a decision or question.</p>
Pictures/photos relevant to topic	Key facts	
 	<p>Selection is when a set of actions are carried out when a certain condition is met. E.g.</p> <ul style="list-style-type: none">● What condition needs to be met before we can cross the road?● What action should be carried out when the ‘red man’ is showing? <p>Website:</p> <p>https://www.bbc.co.uk/teach/class-clips-video/computing-ks2-selection/z8ntm39</p>	