

My earlier units in programming will help me with this unit.

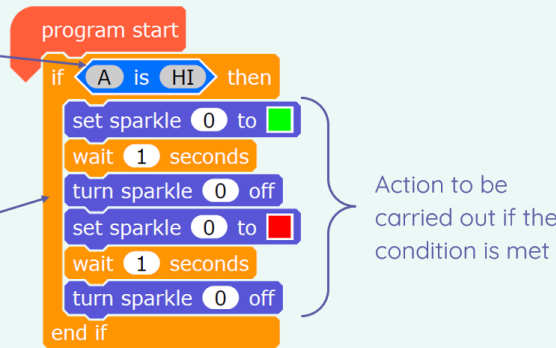
This unit will help me with my unit on Selection in Quizzes later in Year 5, and on Sensing Movement in Year 6.

**Key information**

**Selection in programs**

Condition – if the push button is pressed

Selection command block



Action to be carried out if the condition is met

**Vocabulary**

<b>Do Forever Command</b>	This will repeat the command until the program is stopped
<b>Count-Controlled Loop</b>	This will repeat the command until the loop count matches the number that has been set

**Key Computing Skills and Knowledge**

- Know that the **Crumble** is a **microcontroller**
- Know that a **microcontroller** can respond to **inputs** and **control outputs**
- Know that a **Sparkle** is a multi-coloured **LED**
- Know that **crocodile clips** are used to **connect** the **Crumble** to the **battery box** and the **Sparkle**
- Know how to **program a microcontroller** to make an **LED** switch on
- Know how to **connect** more than one **output component** to a **microcontroller**
- Know how to use a **count-controlled loop** to **control outputs**
- Know that a **loop** can stop when a **condition** is met
- Know that a **condition** is either true or false
- Know that a **switch** can be used as a **condition** e.g. when the switch is pressed, the flashing light will stop
- Know how to **program a microcontroller** to respond to an **input**
- Know that a **loop** can be used to repeatedly check whether a **condition** has been met
- Know how to use **selection** to direct the flow of a **program** (if ... then ... statements)