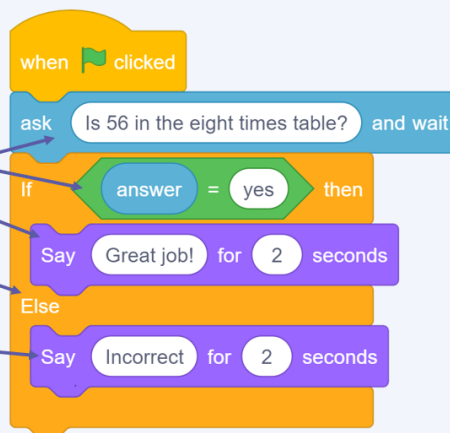**Inspire Academy**
Discovery Adventure Exploration

My unit on Selection in Physical Computing earlier in Year 5 will help me with this unit.

This unit will help me with my Year 6 unit on Variables in Games.

Vocabulary

| Conditional Statement | The linking together of a condition with an outcome e.g. **if** …. **then** …. |

Key information

Identifying program parts

Where is the …?

- Condition
- Outcome when the condition is true
- Selection command
- Question
- Outcome when the condition is false


```
when [flag] clicked
ask  Is 56 in the eight times table?  and wait
If   answer = yes   then
Say  Great job!  for  2  seconds
Else
Say  Incorrect  for  2  seconds
```

Key Computing Skills and Knowledge

- Know that **conditions** are used to **control** the **flow** of **actions** in a **program**
- Know how to identify and **modify conditions** in a **program**
- Know that a **conditional statement connects** to a **conditional outcome**
- Know how to use an 'if … then … else …' statement