Year 5 Autumn 2 Programming: selection in quizzes

What is selection?

Selection lets a program make a **choice** based on a **condition**.

IF the answer is correct THEN, say "well done!"

ELSE say "try again".

Selection controls the flow of the program.

What is a condition?

A **condition** is a statement that can either true or false.

TRUE FALSE

In a quiz, the users answer can be used as the condition as it will either be true or false.

Creating a quiz

1. Plan your questions and answers
2. Ask the user for an answer
3. Use the answer as a condition
4. Use if..then..else to decide what happens
5. Give the user feedback
6. Add more questions and test your quiz

Test and debug your quiz



Test your program works as expected



Find and debug any errors

Evaluate and improve your quiz

Compare your quiz with your original design.

- Are the questions clear?
- Does it respond correctly to answers?
- What could you improve?



Listen to feedback from a friend

Key vocabulary

Selection	Answer
Condition	Debug
True	Test
False	Evaluate
If, then, else	Flow
Output	Branch
Algorithm	
Program	
Scratch	
Question	

If...else...then statements

SCRATCH



An **if...then...else** statement gives a program two possible outcomes.

- IF a condition is true THEN do this...
- ELSE do something different.

This allows a program to respond differently depending on the condition.

By the end of this unit, I can...

- ❑ Explain what selection is and how it controls a program
- ❑ Explain what a condition is
- ❑ Use if..then..else in Scratch
- ❑ Create an interactive quiz in Scratch
- ❑ Test my program and debug errors
- ❑ Evaluate my quiz against my design
- ❑ Improve my program using testing and feedback