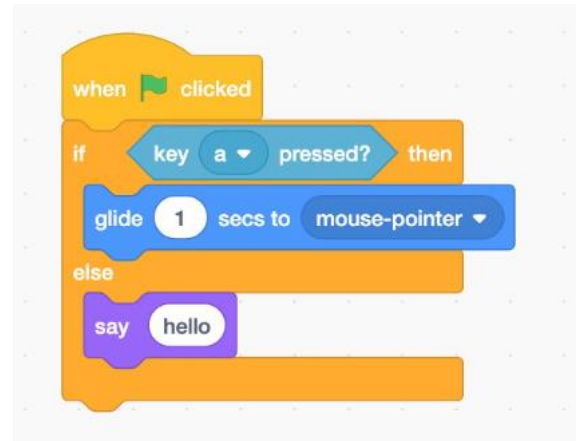




Computing Knowledge Organiser		
Year group: 5	Topic link:	Element of Computing: Coding (conditional start)
Key Question: What is the function of a conditional start?		



Key Vocabulary	
Conditional starts	Conditions are statements that are created by the programmer which evaluates actions in the program and evaluates if it's true or false. If-then-else statement allows conditional execution based on the evaluation of an expression
If – then statements	IF a condition is met THEN this action will start. Eg: IF sprite A touches sprite B THEN sound A will play.
Debug	identify and remove errors from (computer hardware or software)



What key knowledge will I have by the end of this journey?
Confident understanding of the function of the 'if/else' coding block
Solid understanding of the purpose of conditional starts
Ability to apply a conditional to an element of a game.

Mediums and Resources

Scratch – either on iPads or Laptops



My outcome will be
To create my own version of the Diving Beetle Game using the 'if-then' (conditional) code block.

What key skills will I have by the end of this journey?
Improved ability to code by adding more coding blocks to my toolkit
Improved ability to debug my code by identifying errors in code that uses conditionals and correcting them.
To create 'deeper' games with multiple possible outcomes.

Links to previous and future learning			
In Year 3 Use inputs and sequences to make a simple game	In year 4 Use loops and sequences with repetition	In Year 5 Use procedures with conditions and conditional starts	In year 6 Develop an app/ game/ device using knowledge of coding