

Computing

Lesson 2: Selecting Outcomes

Selection in Quizzes

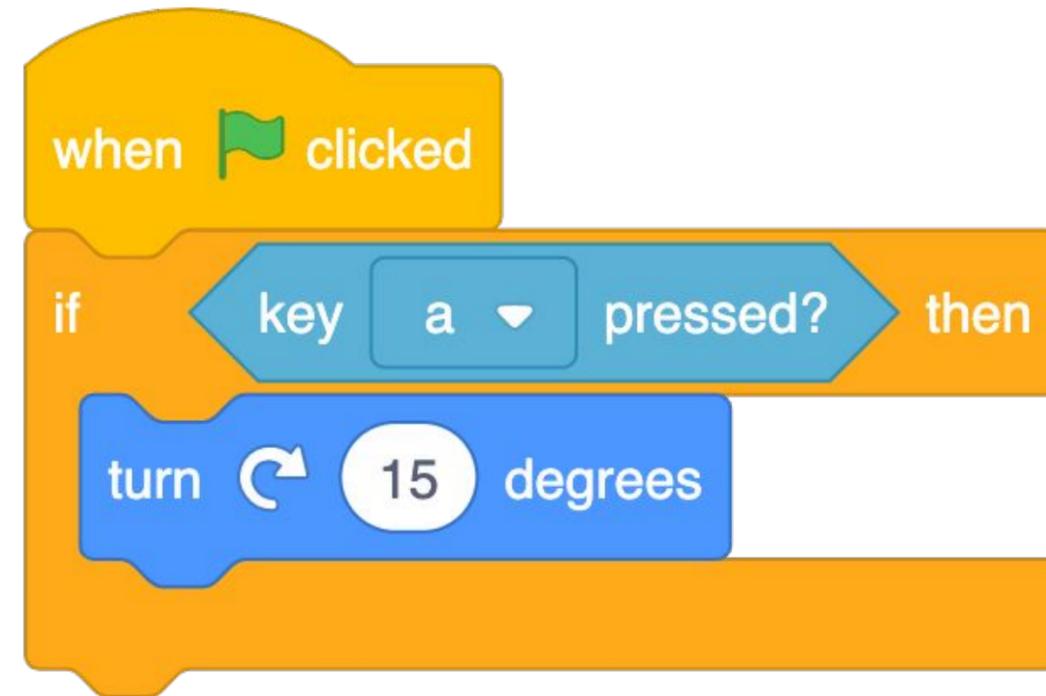
Josh Crossman



Task 1 - Using repetition with selection

Open oaknat.uk/comp-p5b2-1

Run the program - what happens?

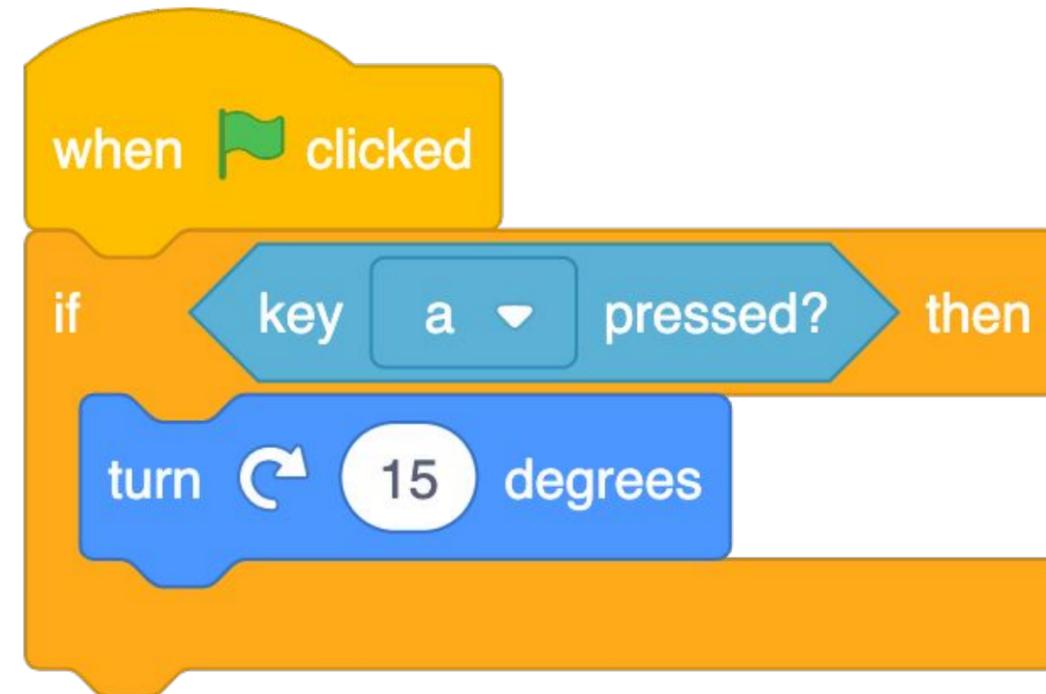


Credit: Scratch



Task 2 - Using repetition with selection

Add a forever loop to the code and run the program - what happens?



Credit: Scratch



Task 3 - Different outcomes

Create a program for the dog sprite using the algorithm.

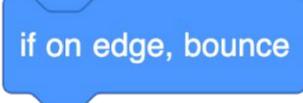
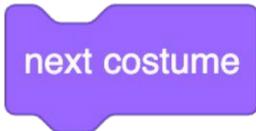
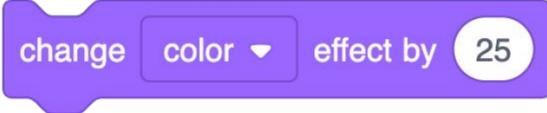
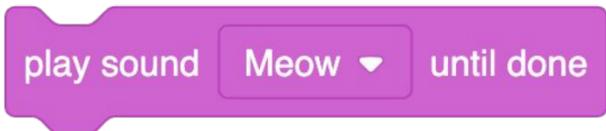
Some of the blocks have been provided for you.

```
if key a is pressed then  
    move 10 steps  
else  
    turn clockwise
```



Task 4 - Programming two outcomes

Pick a condition, a true outcome and a false outcome. Construct a program.

Condition	Outcome if true	Outcome if false
		
		
	 	
		
		

Credit: Scratch



Task 4 - Programming two outcomes

Use the template below to support you.

```
if  then  
    
else  
  
```

- Condition (must be true or false)
- Outcome if the condition is true
- Outcome if the condition is false (else)

