

Computing

Lesson 3: Asking Questions

Selection in Quizzes

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Task 1 - Using repetition with selection

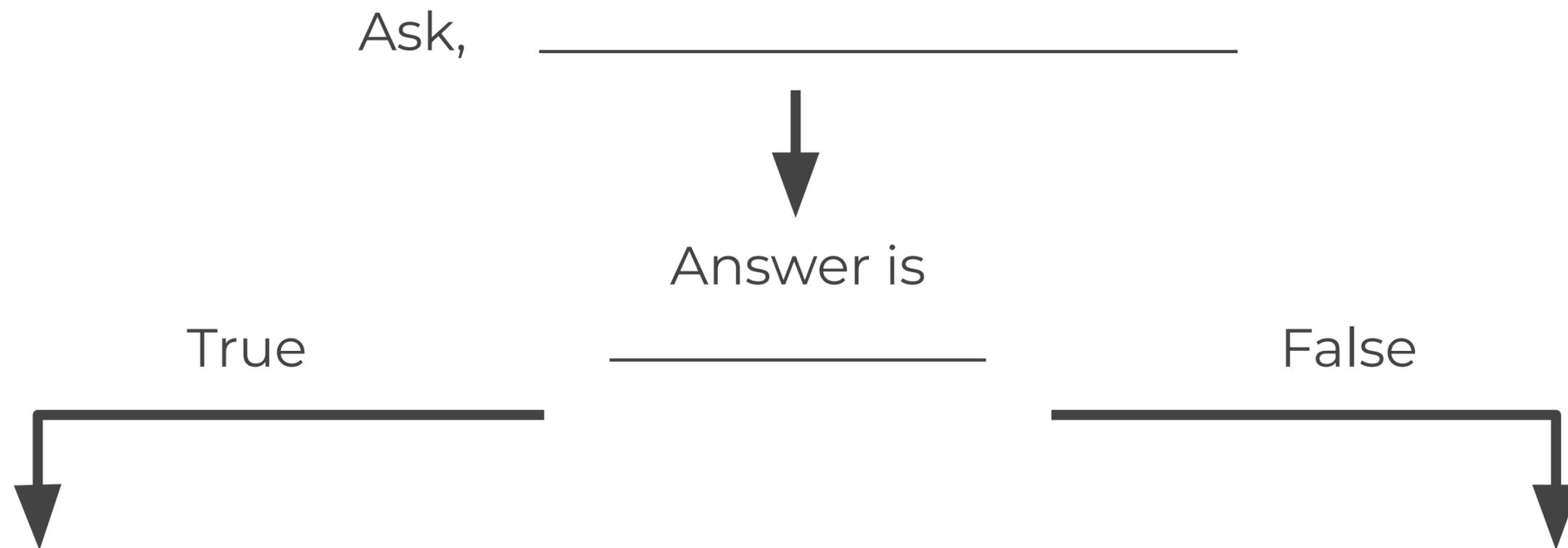
Open oaknat.uk/comp-p5b3-1

Try the codes - check your answers.



Task 2 - Designing different outcomes

Select a question from the next page and design an algorithm with a branching structure.



Task 2 - Designing different outcomes

Questions	Outcomes
Would you like me to move?	Move 10 steps
Would you like me to make a noise?	Turn clockwise 15 degrees Turn anti-clockwise 15 degrees
Would you like me to grow?	Say 'Hello!' for 2 seconds
Would you like me to change colour?	Think 'Hmm...' for 2 seconds
Would you like me to spin around?	Change size by 10 Change colour effect by 10 Play sound 'Meow' until done



Task 3 - Programming different outcomes

Open oaknat.uk/comp-scratch

Implement your algorithm as a program.

