

# Computing Cycle A 5/6

## Programming B - Selection in quizzes - Unit 5.6

### Lesson 1

How is selection used in computer programs?

programming  
count-controlled  
loop

### Lesson 2

How do you identify the condition and outcomes in an 'if...then...else...' statement?

condition  
conditional  
statement

### Lesson 3

How does selection direct the flow of a program?

question  
true  
false

### Lesson 4

How can we design an interactive quiz??

outcomes  
program

### Lesson 5

How can we test an interactive quiz?

algorithm  
selection

### Lesson 6

How can we improve our interactive quiz?

+  
Assessment  
  
debug  
evaluate  
constructive

What will we be learning about over the coming weeks?