**PROBLEM SOLVING**

Programming is all about problem solving, but then most things are!

We use problem solving skills to make decisions all day, such as shall I have the chips or the jacket potato for lunch?

When we try and fix code we call this debugging.

See if you can find out why?

**KEY WORDS FOR THIS TERM**

Sequence Variables Selection

If/else Loop Iteration Condition

Comparison operator Subroutines

**ASSESSMENT OF SCRATCH PROJECT**

**ITERATION**

In computing, iteration is repeatedly executing instructions. When we programme we learn not to say the same thing again and again and again.

Think about PE.

If you were asked to take a penalty, the teacher wouldn’t say:

“Take a step, take another step, take another step, take another step…”

They would say “Take the penalty”



**SELECTION**

A selection statement in programming allows a computer to say if something is True or False. It then decides what the outcome is.

For example:

If “you have computing today” is true:

Thumbs up

Else:

Thumbs down

**OPERATORS**

A comparison operator compares If something matches.



We use this kind of thinking when using traffic lights.

**SEQUENCING**



Can a computer do the job of a musician? Think about your Music classes, could a computer write and play a song?



**VARIABLES**

**A variable is something that can vary!**



The weather is an example of something that can vary a lot!

In Geography what effect does the diversity of the weather have on our everyday lives?

PROBLEM SOLVING

ITERATION

OPERATORS

SELECTION

VARIABLES

SEQUENCING

**What am I going to learn?**