

Programming Concepts Simplified

Condition
Ends Loop

Revising Loops

A loop is a set of instructions that are repeated

All loops

Can replace a sequence where there is a pattern.

Have a flow of control

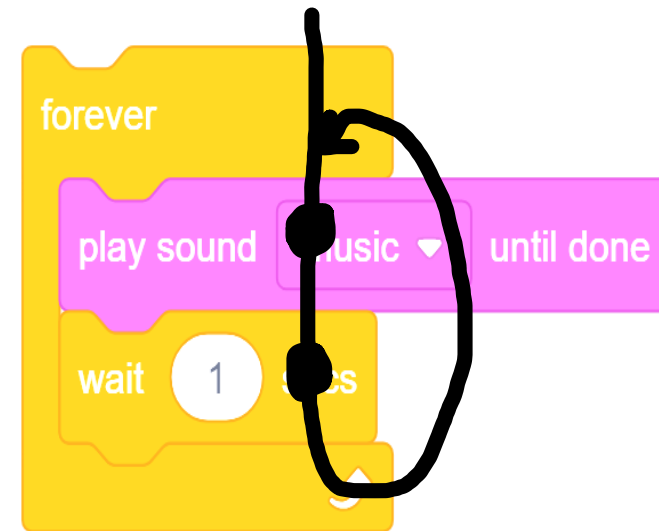
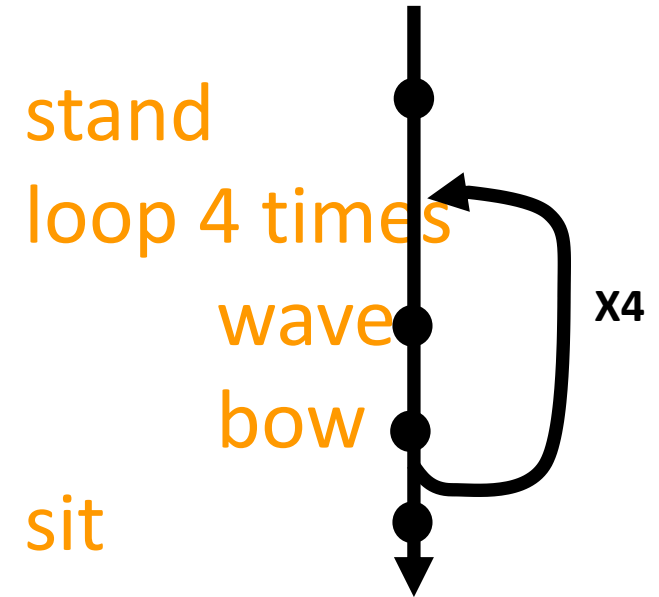
Can be used in an algorithm or in programming

A count-controlled-loop

- Is controlled by the number
- Ends after the number of repeats are complete
- Is called a repeat loop in Scratch programming

An indefinite infinite loop

- Is indefinite because we do not know how many times it will repeat or when it will end

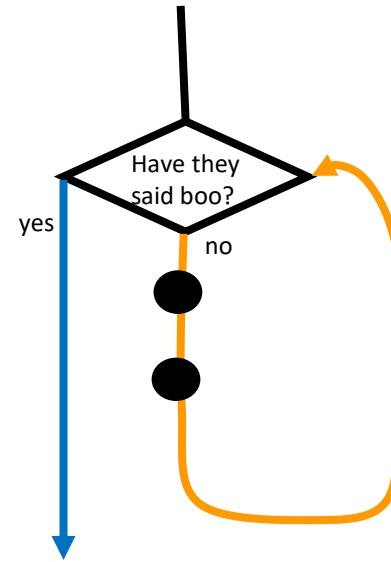


Conditions ends loop

Loop until partner says boo
nod head
wave hand

Conditions ends loop

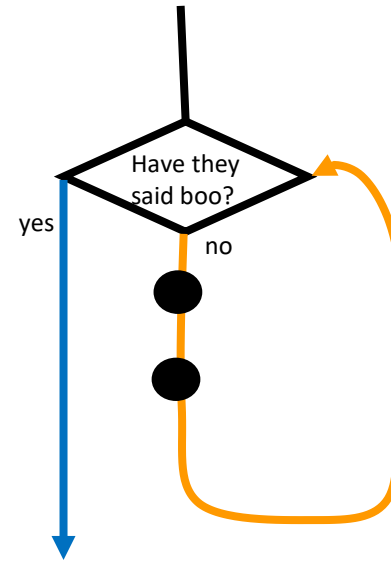
Loop until partner says boo
nod head
wave hand



Two pathways

Conditions ends loop

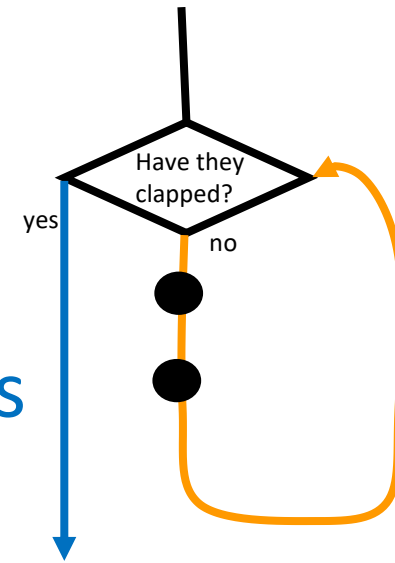
Loop until partner says boo
nod head
wave hand



Act this out with a partner

Conditions ends loop

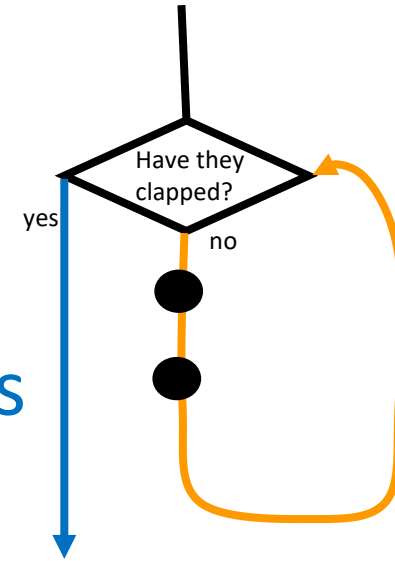
Loop until partner claps
move one step forward
move one step backwards



The loop is stopped by the condition being true

Conditions ends loop

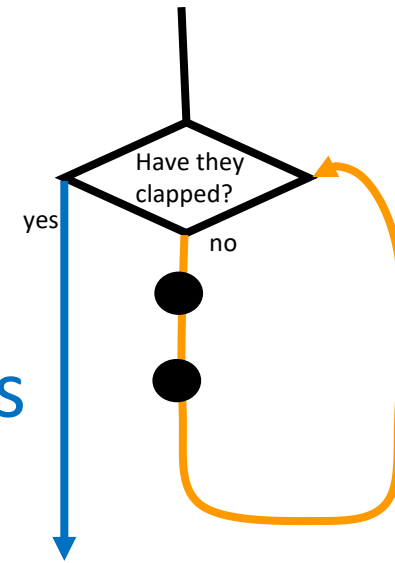
Loop until partner claps
move one step forward
move one step backwards



It only stops the loop once the flow of control gets back to the condition and it is true

Conditions ends loop

Loop until partner claps
move one step forward
move one step backwards



Act this out with a partner

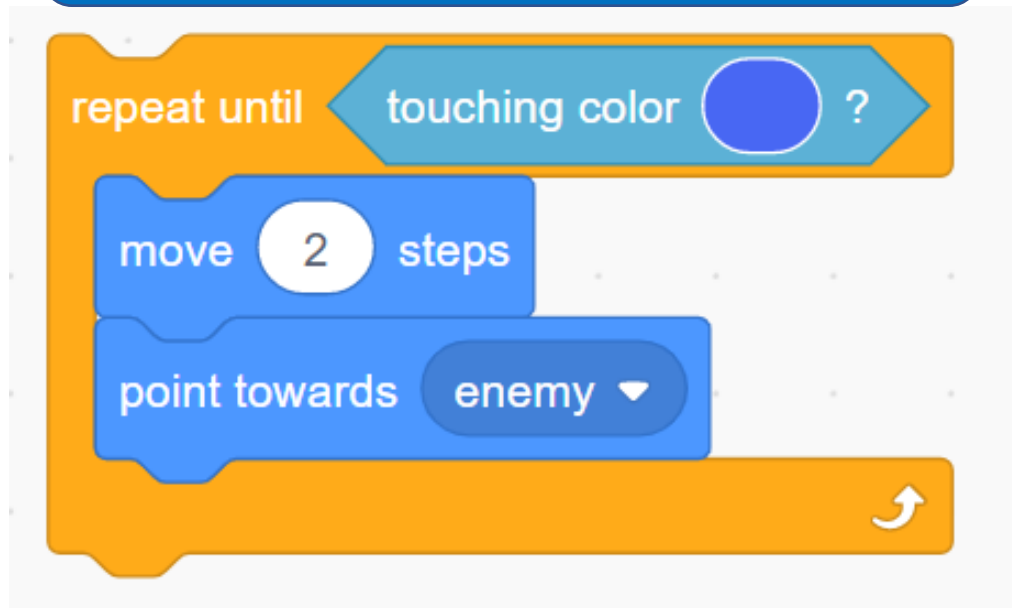
Conditions ends loop

Loop until partner claps
move one step forward
move one step backwards

Now write
your own
and act it
out with a
partner

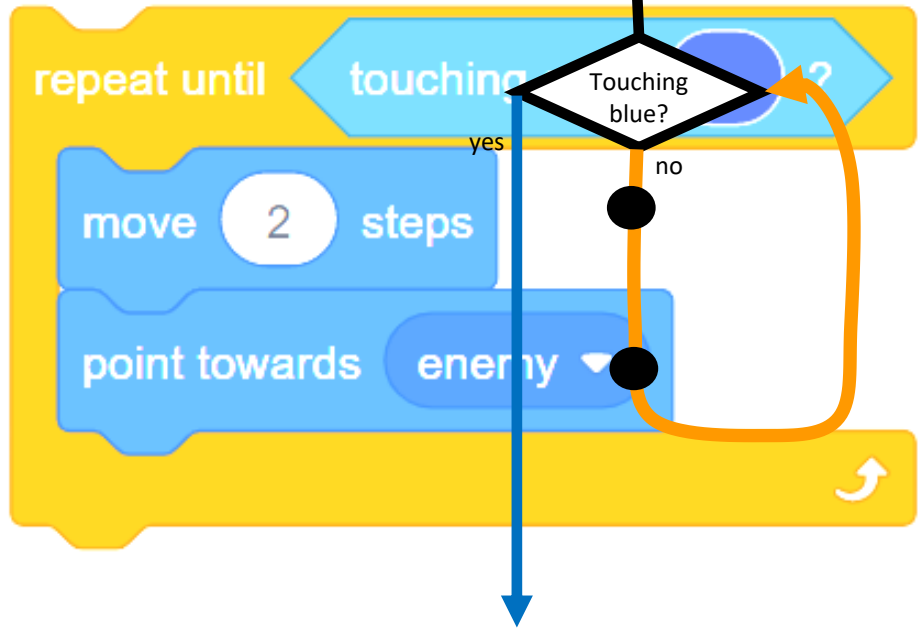
Conditions ends loop

In Scratch Code



Conditions ends loop

In Scratch Code



Knowledge Summary

A **condition** is a state we can check to see if it is true or false

Conditions can end loops

Conditions are only checked once unless they are in a loop

Conditions lead to two possible pathways

True and False

Conditions are only checked when reached in the flow of control

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