Sequence

To explain the importance of instruction order in 'if... then...' statements

To explain the importance of instruction order in 'if... then... else...' statements

Selection

To define that conditional statements are used in computer programs

To relate that a conditional statement connects a condition to an outcome

To outline that a condition is something that can either be true or false

To explain that instructions in a program will produce specific outcomes

To relate that a count-controlled loop contains a condition

To experiment with a repeat-until loop

To explain that program flow can branch according to a condition

To use a condition in an 'if... then...' statement to produce a given outcome

To show that a condition can switch program flow in one of two ways

To conclude that a loop can be used to repeatedly check whether a condition has been met

To use a condition in an 'if... then... else...' statement to produce given outcomes

Repetition

To explain that a loop can stop when a condition is met, eg number of times

To explain that a loop can stop when a condition is met, eg an event

To explain a sequence within a count-controlled or event-controlled loop

To modify a count-controlled or event-controlled loop

To create a count-controlled or event-controlled loop