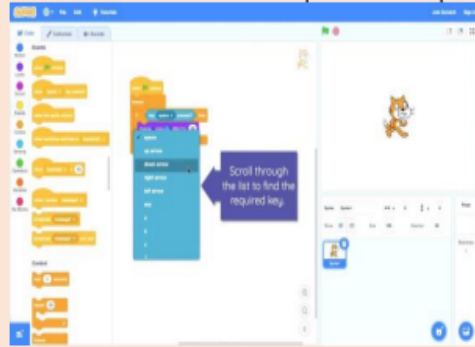# Y5/6 – Are you the quiz master?

Condition in Programs:

`key space ▼ pressed?`

- This **block** can be used as a condition

- This **condition block** needs to be used with other blocks to control the flow of actions

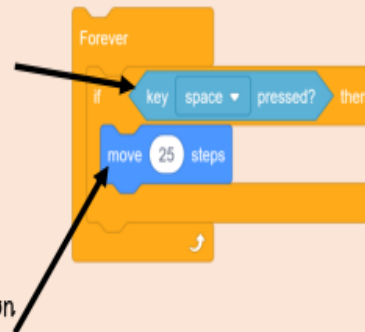- **Condition blocks** are all the same shape (a hexagon).

Scroll through the list to find the required key.

Condition: if space bar is pressed

Action: to be carried out when the condition is true

To write programs that use selection with two outcomes, we need to use an **if... then... else...** orange **control block**
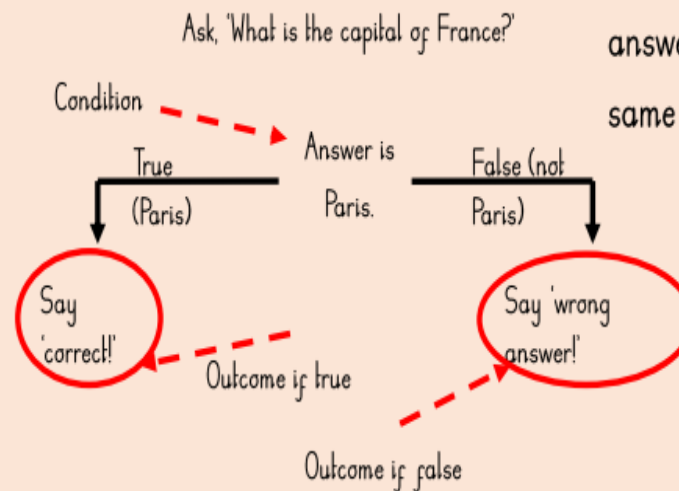
The **condition** is placed here

Actions to be carried out when the condition is **true** are placed here

Actions to be carried out when the condition is **false** are placed here

A forever loop means the condition within it will keep being in effect.

Use an algorithm with a branching structure to plan your quiz:

- The condition (if)

- The outcome if the condition is true (then)

- The outcome if the condition is false (else)

Ask, 'What is the capital of France?'

Condition → Answer is Paris.

True (Paris) → Say 'correct!' — Outcome if true

False (not Paris) → Say 'wrong answer!' — Outcome if false

Question to be asked

Wait means an infinite loop is not needed

Condition – the answer is the same as '12'

Outcome if condition is true (then)

Outcome if condition is false (else)