

# Selection within an indefinite loop

v2

Supported by

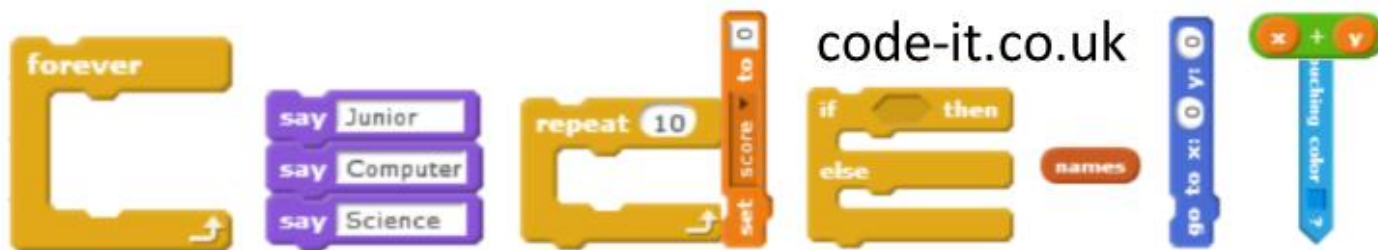


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Condition stops loop

Loop until say stop

Stand

Sit

Which part is the condition?

Which part is the indefinite loop?

Which part are the actions?

# Condition stops loop

Loop until **say stop**

condition?

Stand

Sit

actions?

indefinite loop?

Condition stops repeated action

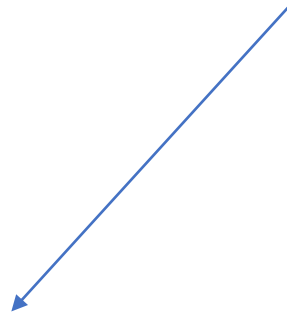
Loop until teacher says stop

Stand

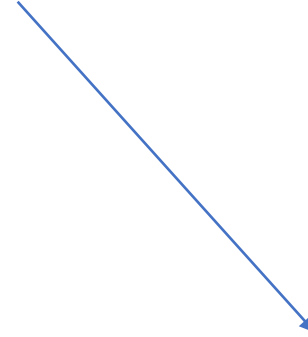
Sit

Can you roleplay  
this everyday  
algorithm?

Condition stops loop **meets** selection



Loop until condition  
action



If condition  
action

What do you think might happen if we combine these?

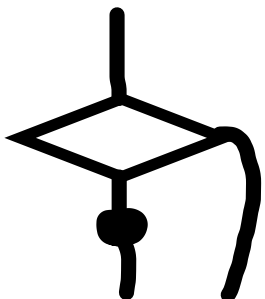
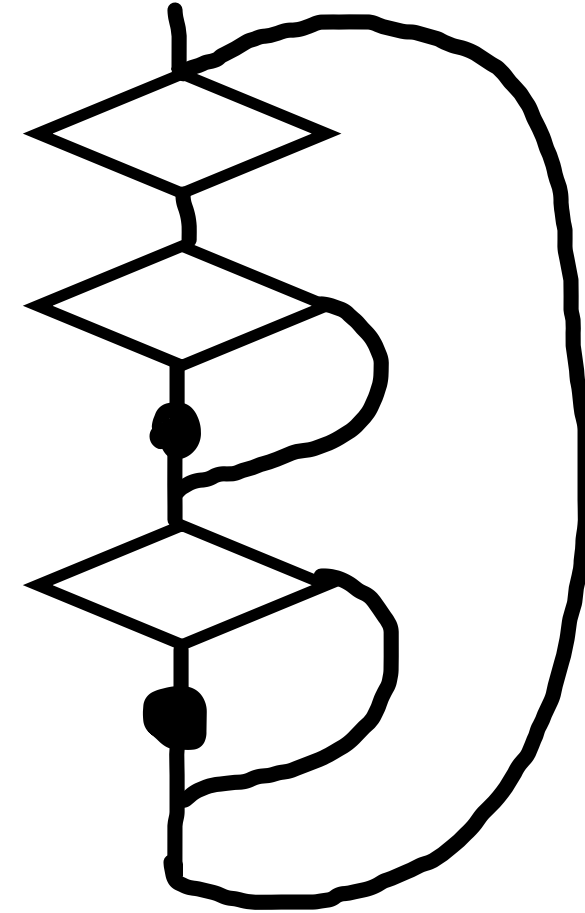
Condition stops loop **meets** selection

Loop until teacher says stop  
if you like Harry Potter  
bow once  
if you are hungry  
clap once

Can you act this  
out?

# Flow of control

Loop until teacher says stop  
if you like Harry Potter  
bow once  
if you are hungry  
clap once

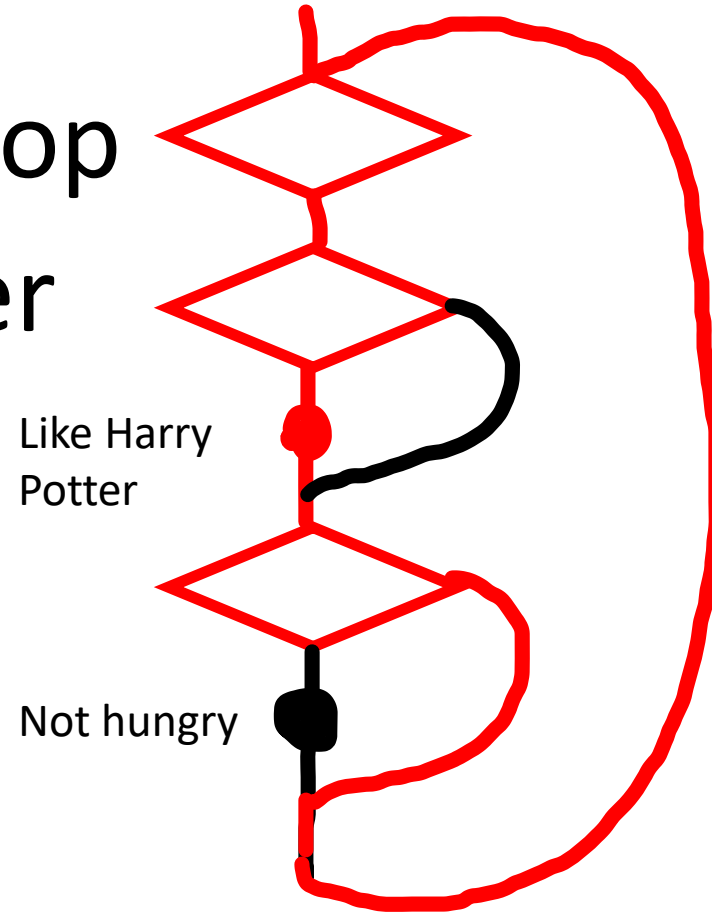


Diamond to show decision  
Dot to show actions  
Lines to show flow pathways

Teachers trace round the flow of control  
more than once using the diagram

This is one pathway. How many others are there?

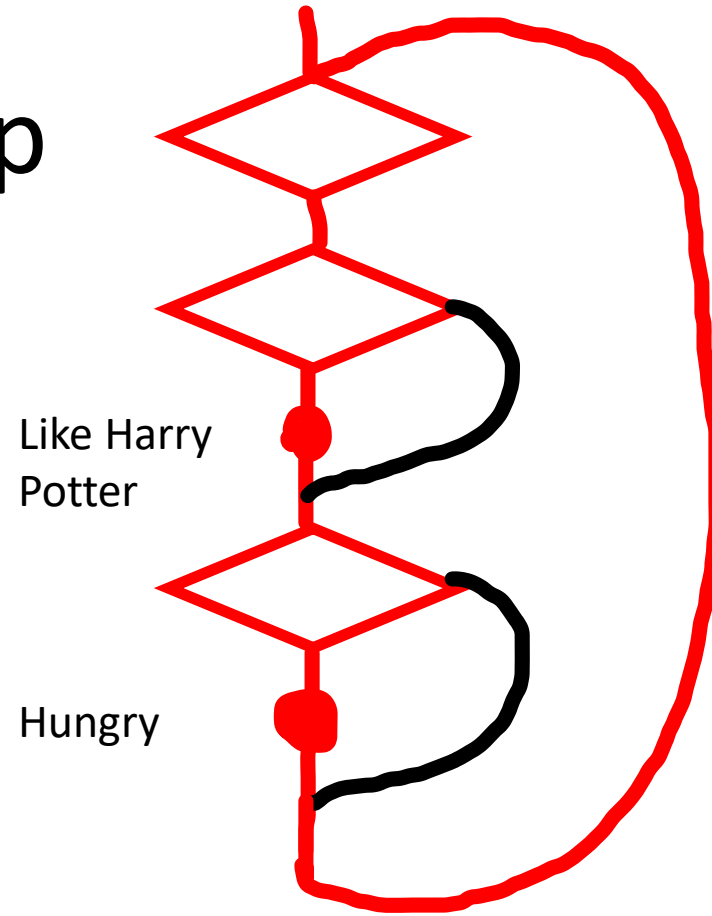
Loop until teacher says stop  
if you like Harry Potter  
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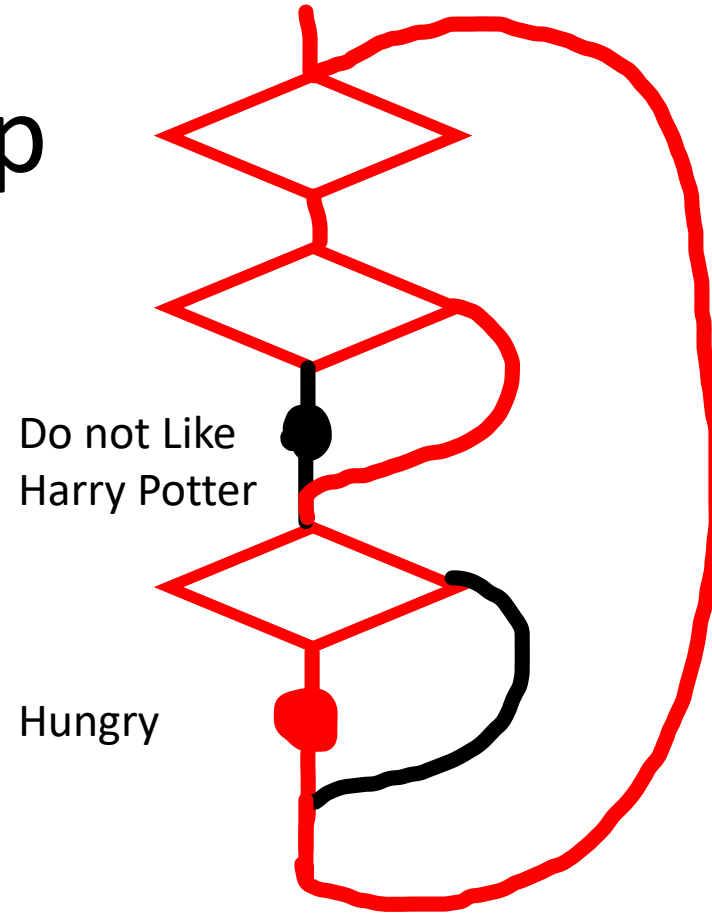
# Pathways per loop

Loop until teacher says stop  
if you like Harry Potter  
bow once  
if you are hungry  
clap once



# Pathways per loop

Loop until teacher says stop  
if you like Harry Potter  
bow once  
if you are hungry  
clap once





# Write your own

Loop until teacher says stop  
If partner taps head  
dance for 1 second



Can your neighbour  
act it out?

Now write your own  
everyday algorithm that  
uses condition starts  
action within a loop

One mark if it makes sense  
One mark if each section is on a new line  
One mark if you indent the actions