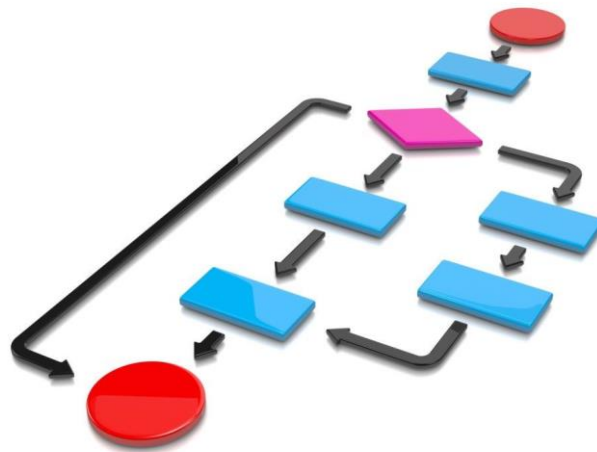


Flowcharts

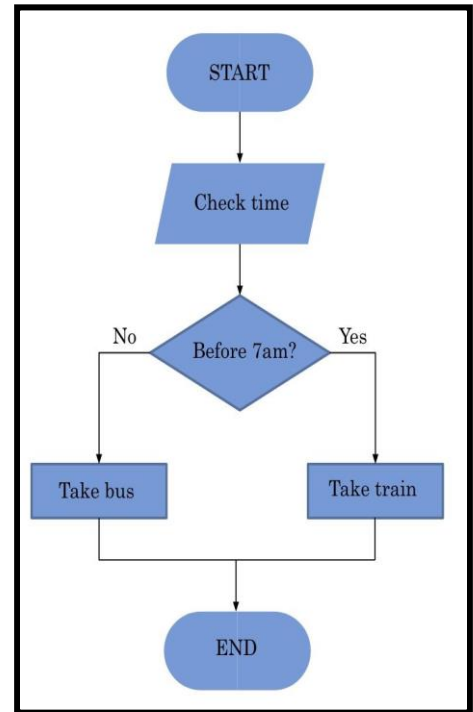


Remote Learning Workbook

Name: _____

Starter: A simple example...

In Computing we often represent simple sets of instructions in a diagram called a flowchart. Below is an example of a simple flowchart. What do you think it is doing? Describe the flowchart **in words** in the orange box below:

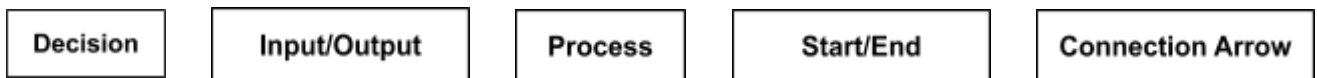


Activity 1: Flowchart Symbols

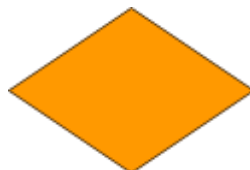
You have probably noticed from the example above many different symbols are used in flowcharts and they all represent different things. Use the example of the flowchart above to help you fill in the table below by dragging the shapes and names into the right place within the table.

Symbol	Name	Description
	Start/End	This contains START or END, and only one of each exists in a flowchart.
	Input/output	We use this shape to show that something is going IN or OUT of a system. E.g. putting a tea bag into a cup.
	Decision	Used when we need to make a choice. Decisions MUST have two exits, either a YES or NO.
	Process	We use this to show something is happening <i>e.g. walking five steps forward.</i>
	Connection	Shows the flow of data within a flowchart.

Name:



Symbols:





Activity 2: Creating your own flowchart__

Using the shapes provided build a flowchart that represents the scenario below.

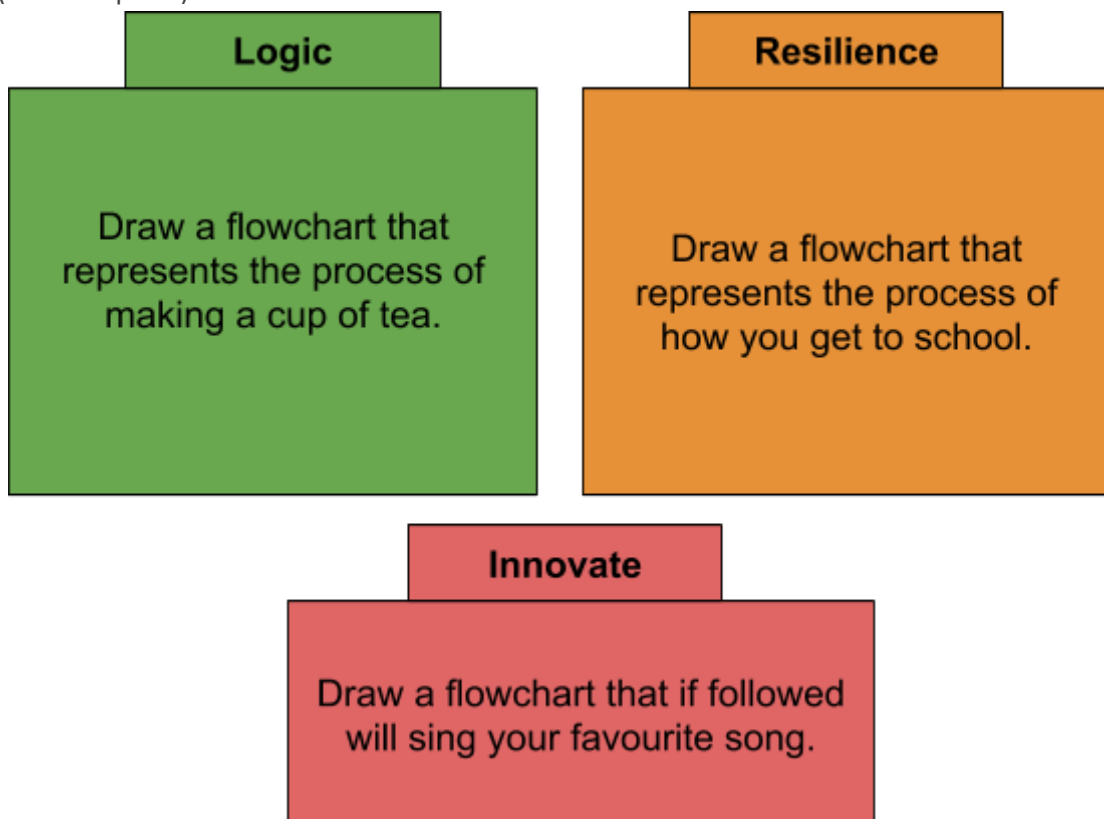
Scenario:

Draw a flowchart that checks whether it is raining outside. If it is, bring an umbrella, if not then no need to bring an umbrella. (Add the arrows in yourself!)



Activity 3: Take your pick...

Select an activity to complete from below. You can complete this on paper and email it to your teacher or complete this electronically (on a computer).



Student Self Assessment:

WWW

Overall summary of learning:

EBI
