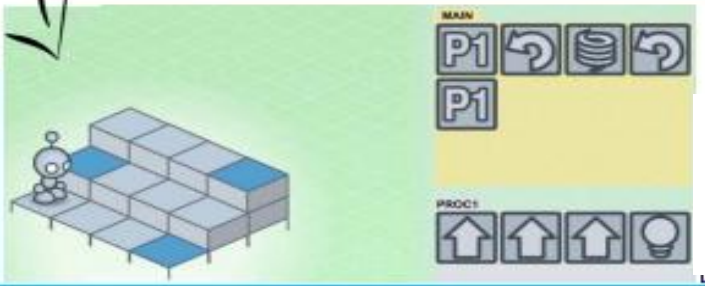
Foxford Learning Plan

Summer 1

Using Flowol Control System

Key Vocabulary

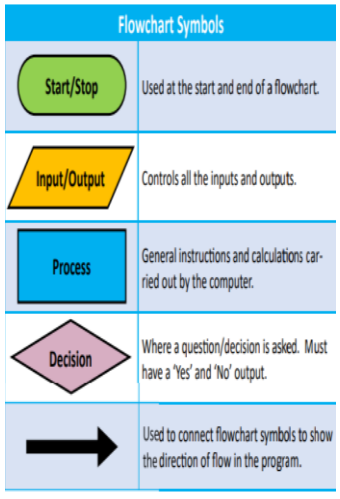
Algorithm	A set of rules or instructions to be followed.
Flowchart	A graphical way of showing an algorithm.
Mimic	In Flowol, a simulation of a real world environment.
Selection	Deciding what code to run based on a decision or answer to a question. E.g. an IF statement.
Sequence	A set of instructions that are completed in the exact order that they are written.
Iteration	Where a set of instructions is repeated . E.g. a WHILE loop, FOR loop and REPEAT UNTIL loop.
Instruction / Statement	A command that the programmer gives to the computer.
Input	Data that is given to the computer or program to then use.
Output	Information that is provided by the computer or program.
Procedure	A group of instructions grouped together that can be used by the main program.
Variable	A name given to a value in a program that can change when the program is running.



Key Skills

Over the course of the topic, I will be able to: -

Explain what we can use flowchart for
Describe all the key terminology in flowol
Understand the flow char diagram symbols
Know basic flowol control system
Explain the different between input and output system
Create suitable mimic fowol control system
Explain the benefits of flowol control system on some industrial plants
Use symbols to model some electronic system
Explain variable and subroutine



I will Understand

What we can use flowchart for in day to day activities
Using correct symbol to breakdown the process
The different between input and output system
What a mimic model is
The benefit of using flowol by some organisation
The advantages of using mimic to present model
What variable is and how input can generate output