

## L1U8.6

### Unplugged Activity: Conditionals

In this activity the teacher will speak a series of conditional commands, and students will follow the commands based on whether the conditions are true or not.

Have students stand up and follow your commands.

1. **If** you are wearing white sneakers/shoes, **then** jump up.
2. **If** you have a pet, **then** raise your right hand.
3. **If** you have more than 1 pet, **then** raise your left hand.
4. Put hands down.
5. **If** you ride a bus to school, **then** touch your nose.
6. **If** you have more than one brother or sister, **then** clap your hands.
7. **If** you have more than two brothers or sisters, **then** snap your fingers.
8. **If** you like pizza, **then** stamp your feet.
9. **If** you are greater than 10 years old, **then** put your hands on your head.
10. **If** you are less than 15 years old, **then** twirl around.

Explain that *if* blocks in Scratch work the same way. Only if the condition is true, do the Sprites do certain actions. You can test if something is true, or test if something is > or <.

In this lesson, students will test if the video sensing is greater than a given value. You may show students examples of the video sensing blocks using conditionals as a follow-up. Compare to the conditional commands above the test for greater than.