Selection using 2D Shapes

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Shapes Instructions

• Hand out a 2D shape to everyone in the class
• Go through the challenges checking to see if everyone has met their condition correctly
• Move onto using = < > with pupils in Scratch or other block based programming language
if Colour == Red
    Hands on face
else
    Raise shape
if Colour = Blue
    Raise shape
else
    Hands on face
if Number of corners == 0
    One hand up
else
    Stand up
if Number of Sides > 3
Stand up
else
Sit down
if Number of Sides < 5
  Wave shape
else
  Stand Up