

Physical Computing

Conditional Selection Physical Activities

These are great to use with pupils

- As an introduction before introducing a new type of conditional selection (5 minute activity)
- As a support activity when you spot pupils who don't understand conditional selection within a loop in any block based programming language such as Scratch, Crumble, Blockly, Tickle etc

Conditional selection activities covered

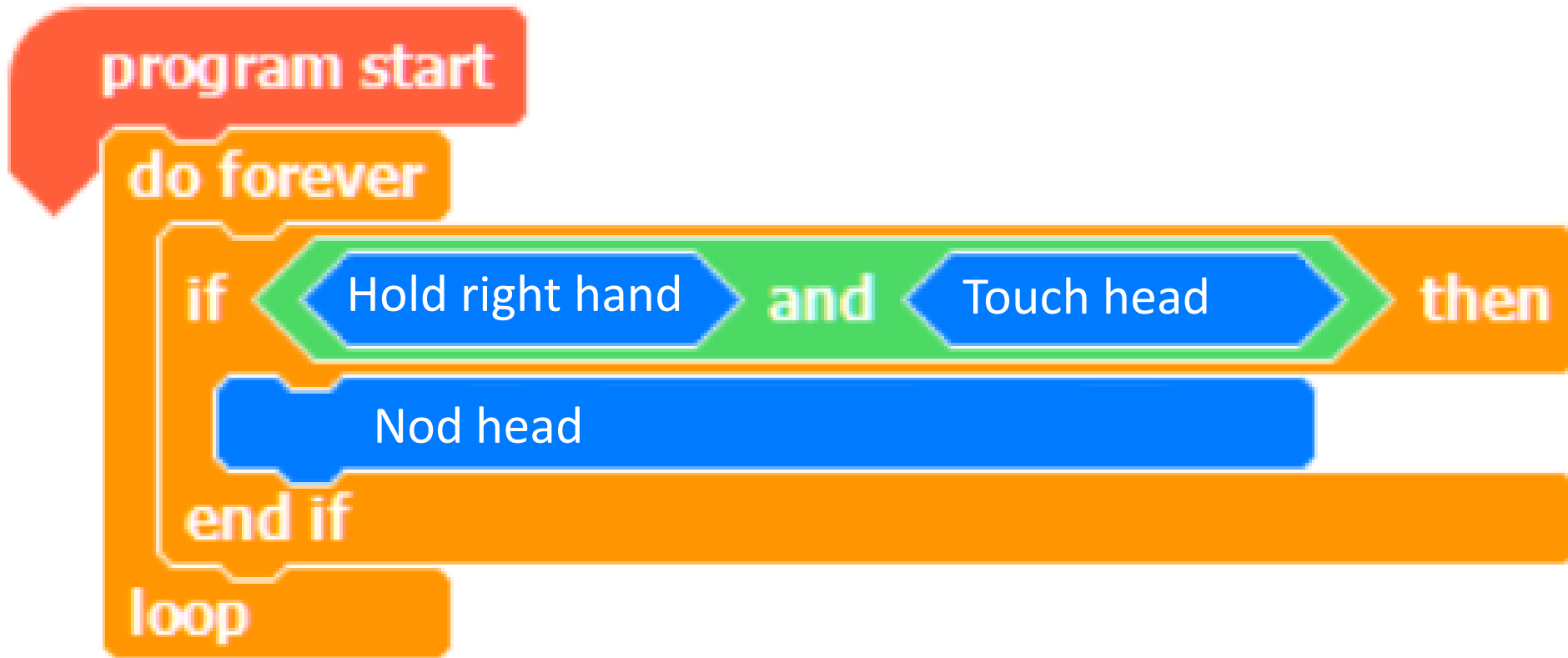
1. If block using two conditions separated by an AND
2. If block single condition
3. Three if blocks single conditions
4. If else block single condition
5. Two if else blocks single conditions
6. If else block two conditions separated by an AND
7. If else block two conditions separated by an OR
8. If else block single NOT condition (I still find this one difficult to do)



Work in pairs

One person is the **Program** and does what is in the program (Holds code)

One person is the **User** who triggers the conditions

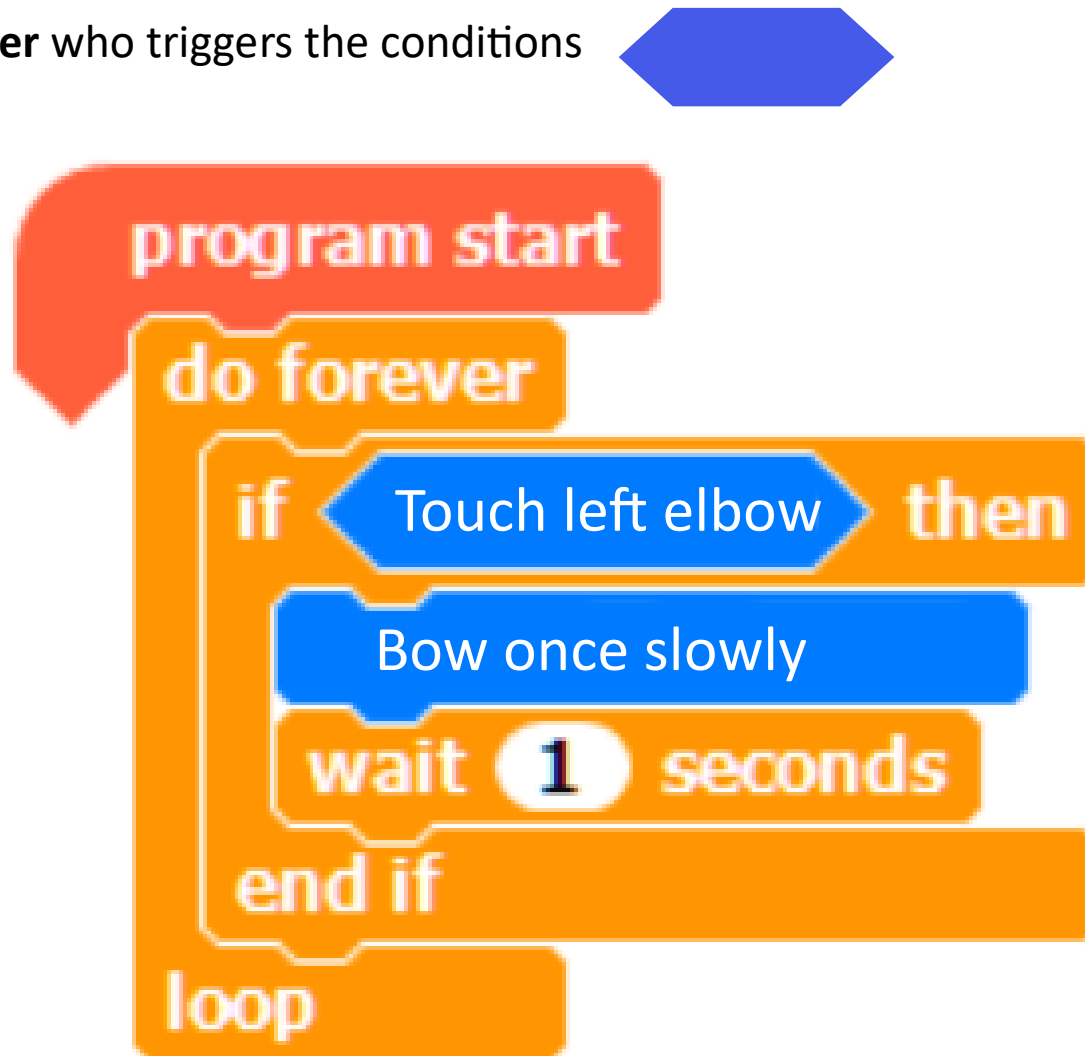


Don't forget to swap roles

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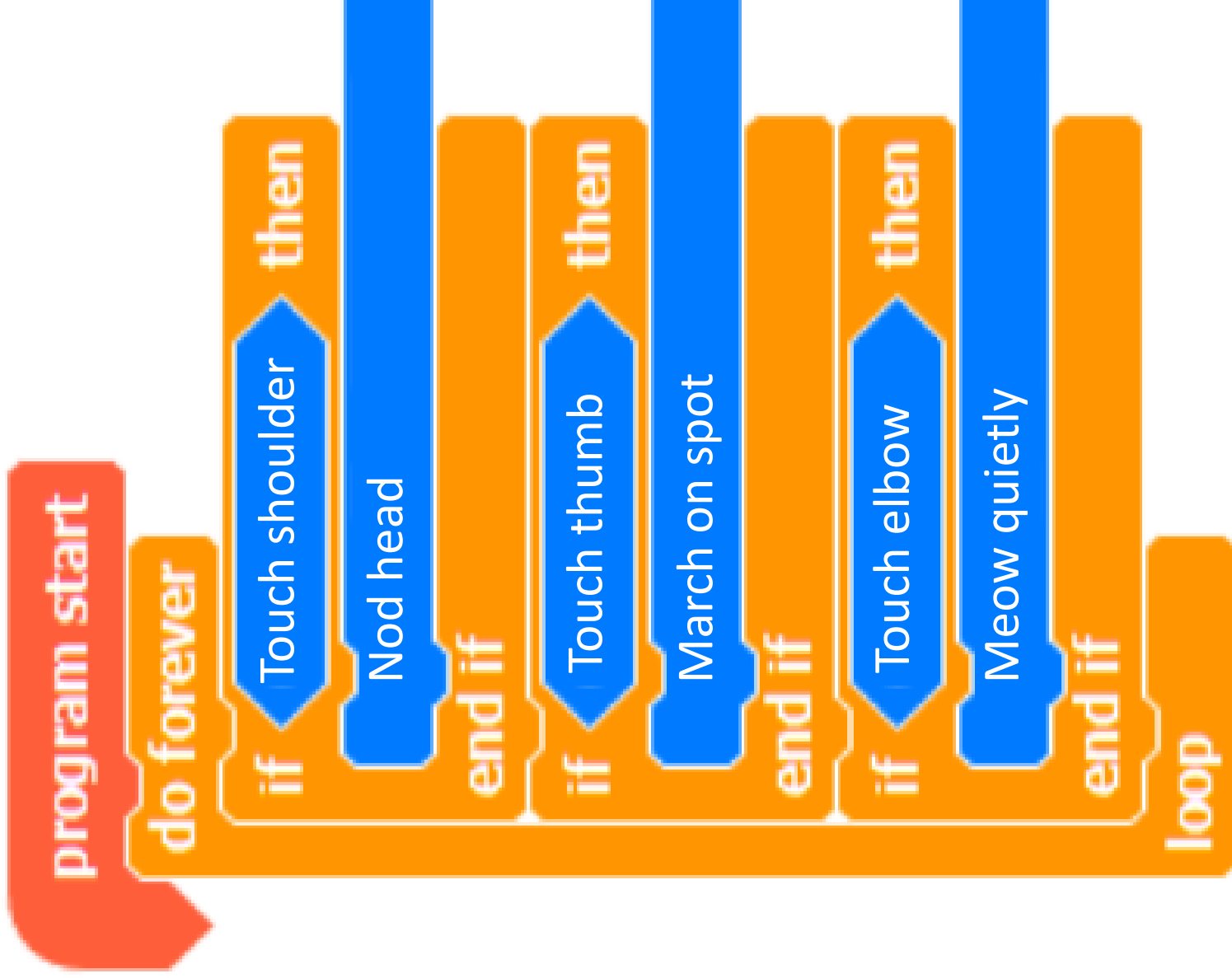


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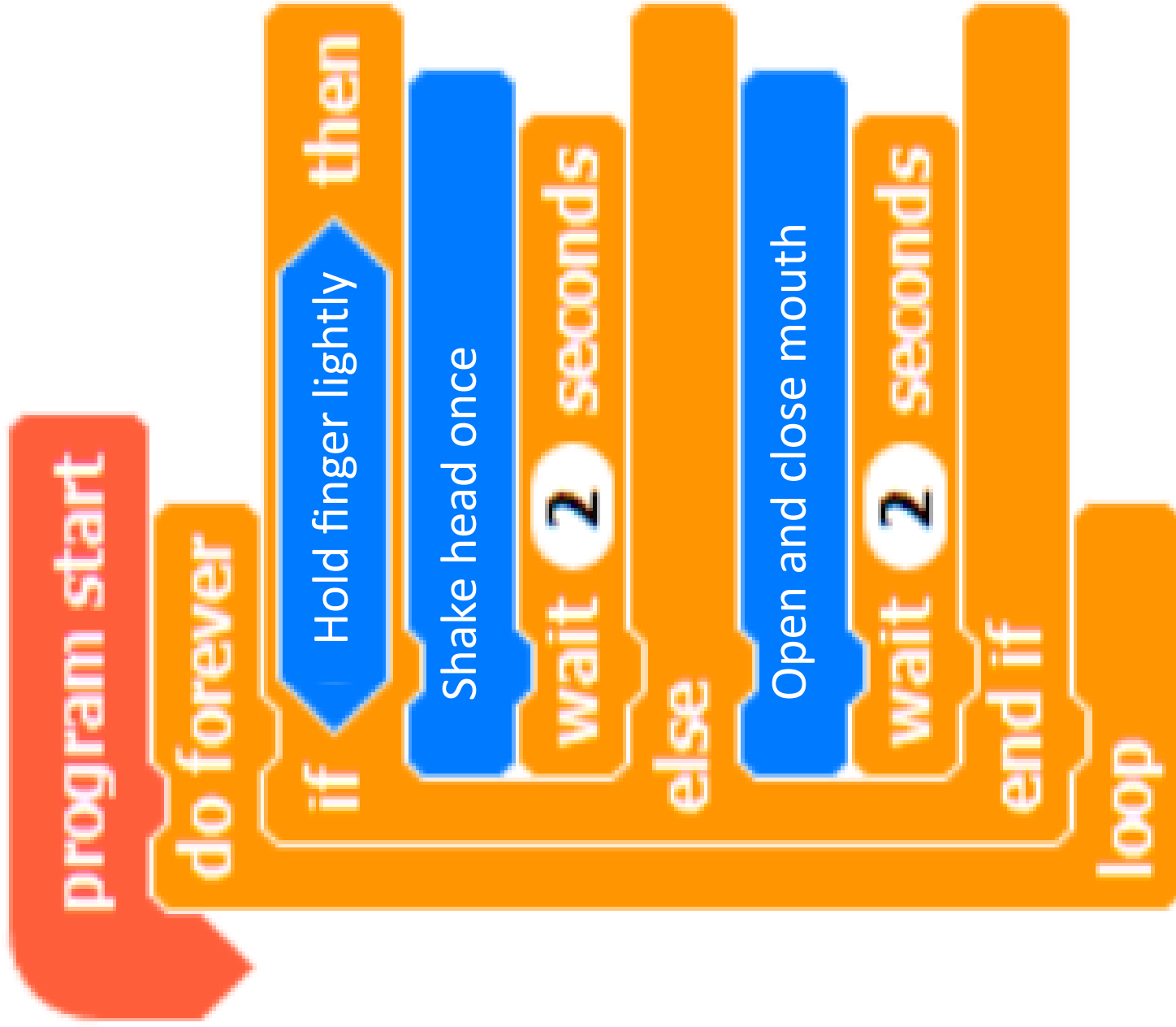
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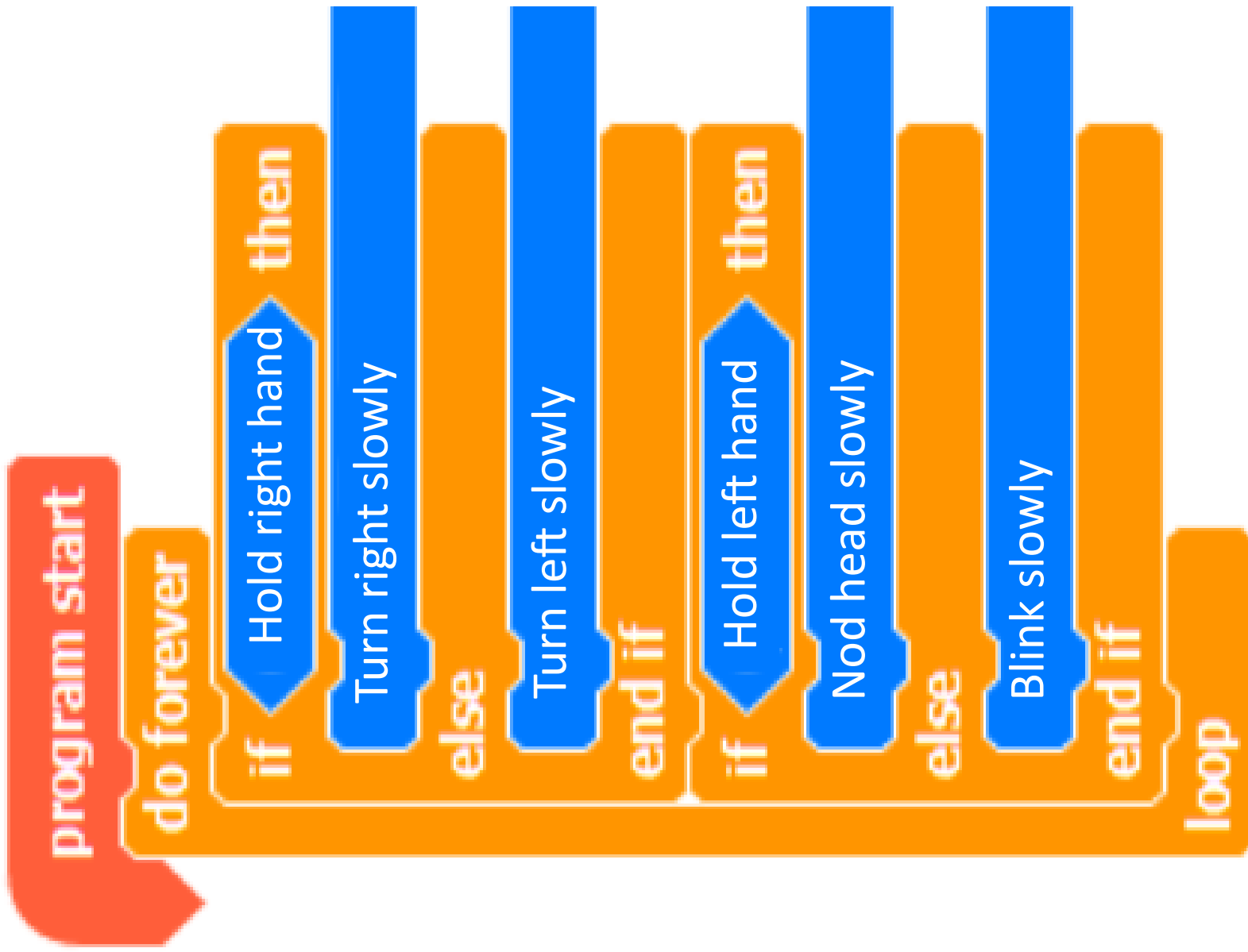


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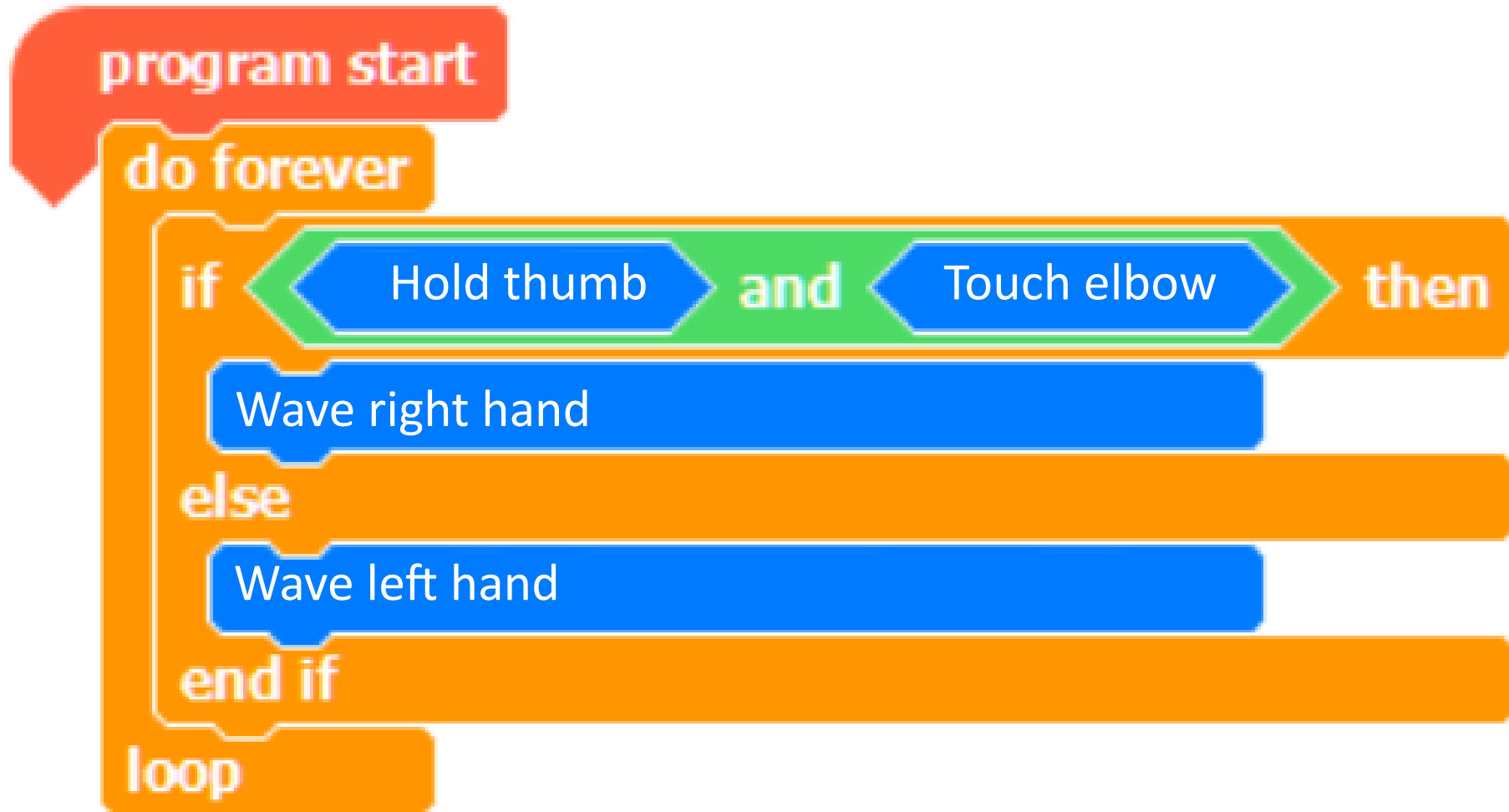
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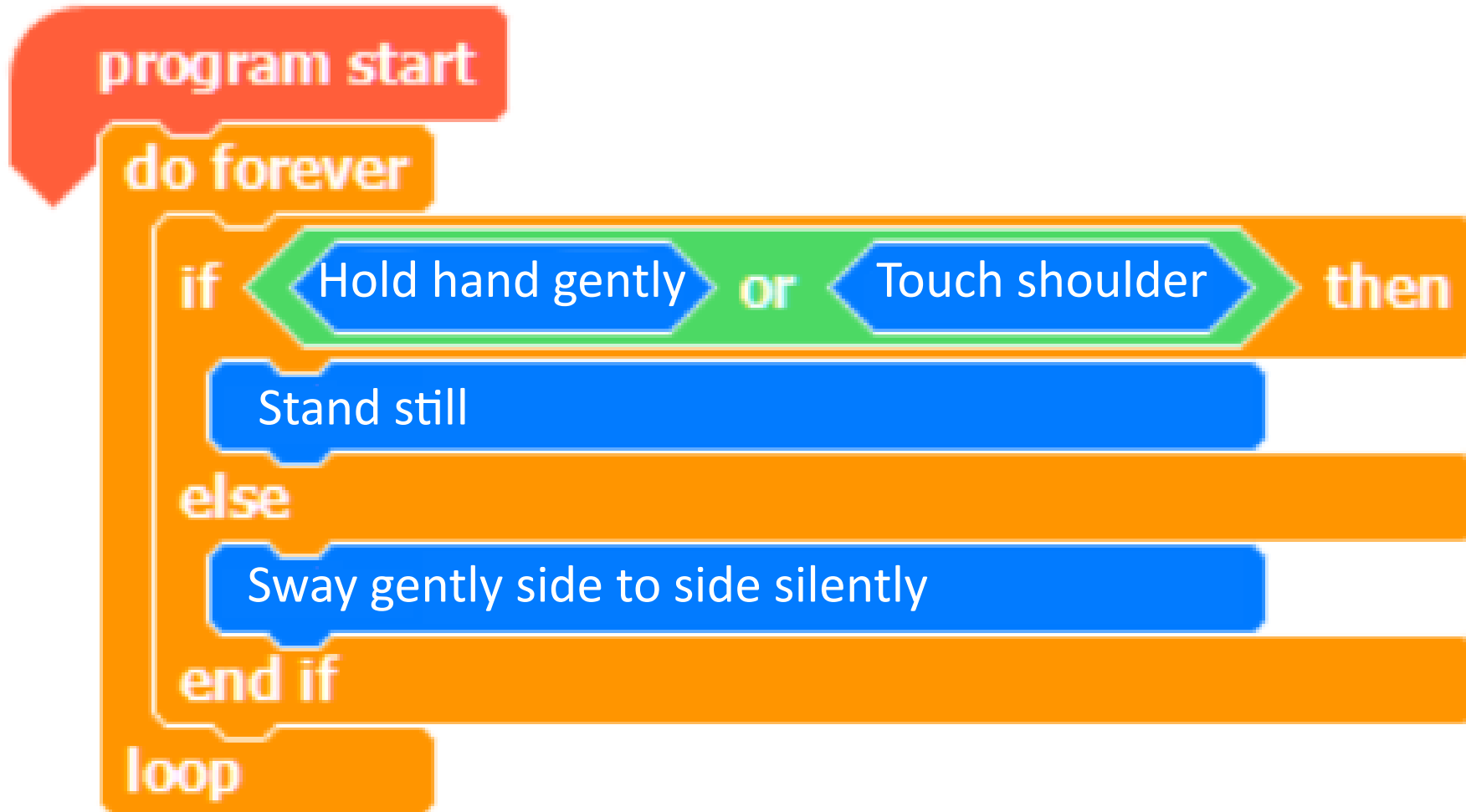


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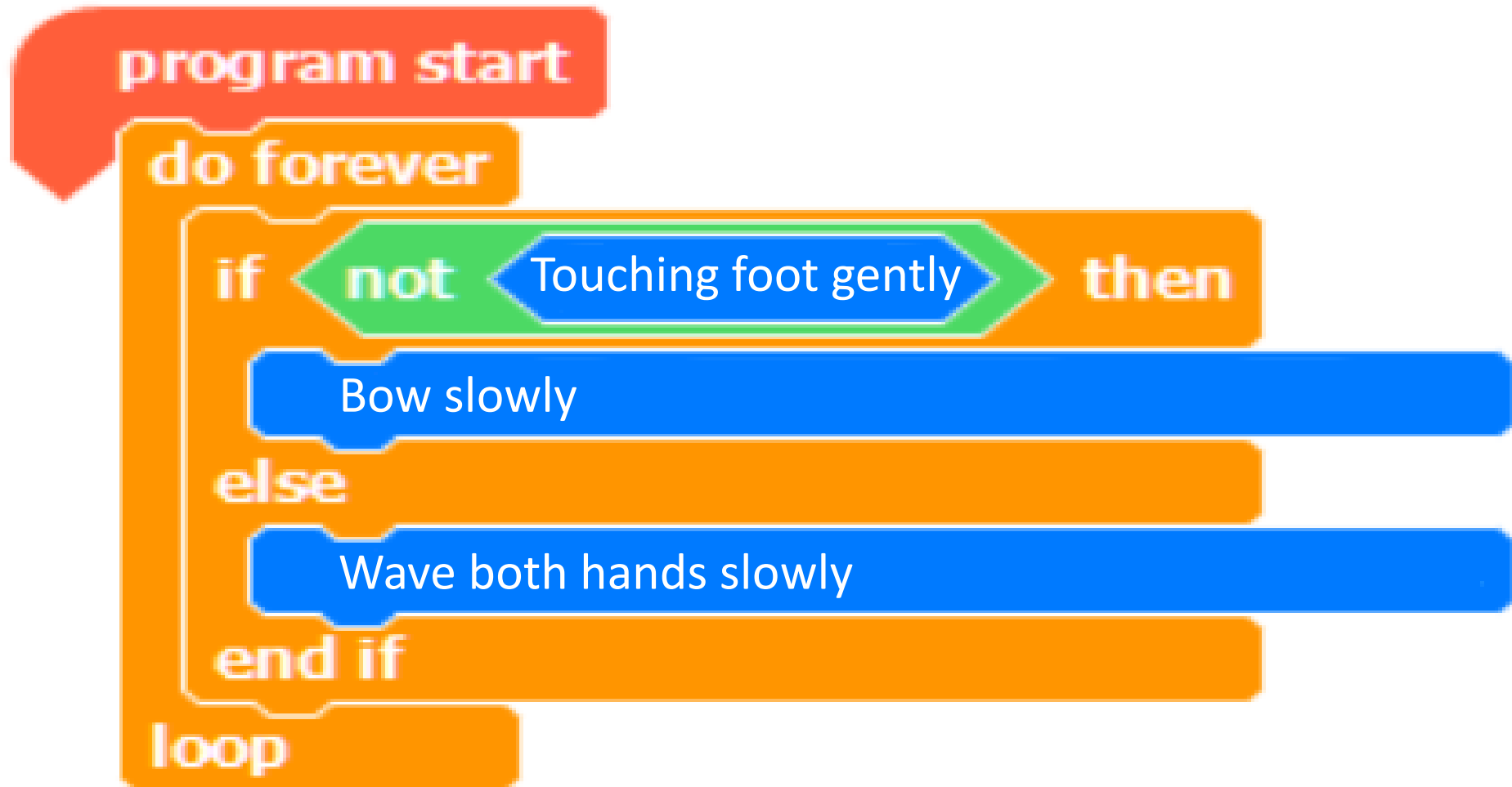


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