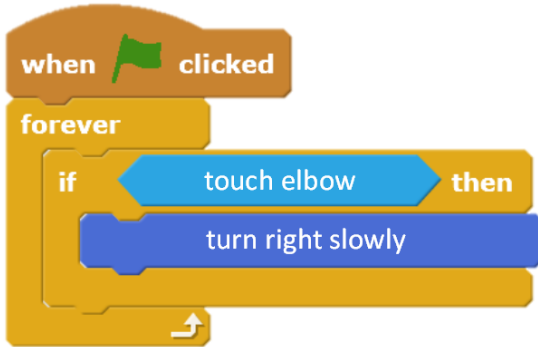


Physical Selection Activity



Simple block based physical programming examples where pupils work in pairs, one providing the stimulus to trigger the condition, the other playing the program.



These are best used during a block based programming module to help pupils better understand conditional selection within a loop.

In my code-it.co.uk resources this would go with;

[Slug Trail Game](#)

[Crab Maze Game](#)

[Build your own game](#)

[Build a Times Tables Game](#)

Or these Tickle resources

[Mine Hunter or Cake Hunt](#)

Typically this type of device is employed in many moving games so could be used in many schemes.

There are some blank examples at the end of the resource for pupils to write their own examples as adapting a resource (generalisation) helps pupils remember it.

If you are extending the conditions to include Boolean ones and greater than less than then these ones might also be useful.

<http://code-it.co.uk/physicalselection/>

Have fun programming

Phil Bagge Jan 2018

when  clicked

1

forever

if  touch elbow then

turn right slowly



when  clicked

2

forever

if  touch foot lightly then

Nod head slowly



when  clicked

3

forever

if  touch back then

 bow slowly



when  clicked

4

forever

if  touch top of head then

 smile



when  clicked


5

```
forever
  if touch arm then
    turn right slowly
  else
    turn left slowly
```


when  clicked

6

```
forever
  if touch back then
    nod head slowly
  else
    shake head slowly
```

when  clicked **7**


forever

if  touch shoulder then

 sit down

else

 stand up



when  clicked **8**

forever

if  touch back then

 wave hands slowly

else


 smile



when  clicked

forever

if then

when  clicked

forever

if then

else