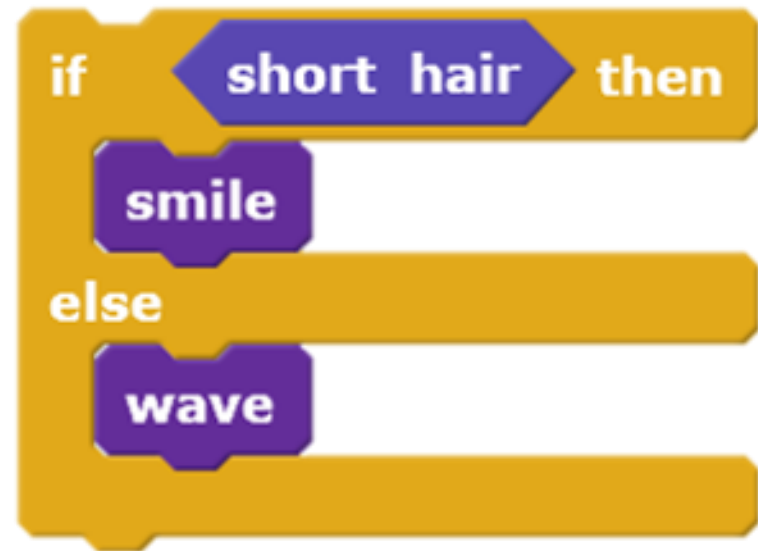
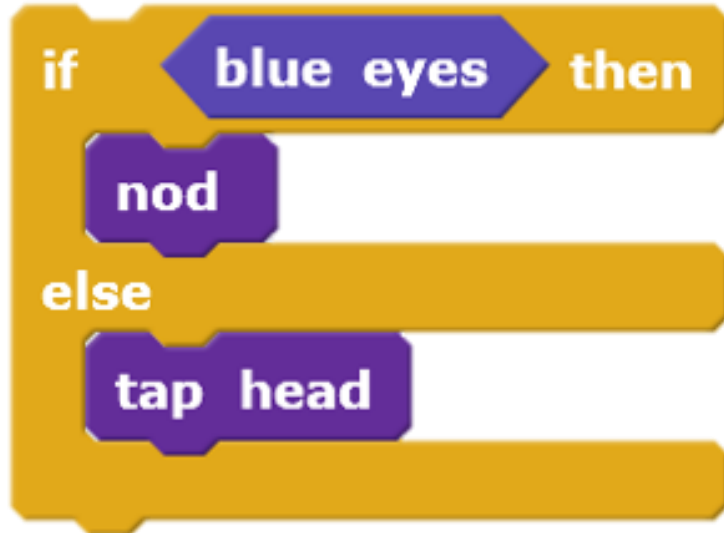


- 1, If you are a boy what will you do?
- 2, If you are not a boy what will you do?
- 3, Point to the condition.
- 4, What does this conditional selection block do?
- 5, When this code is run, how many times will it check the condition?
- 6, What could you do to check the condition over and over again?
- 7, Which blocks are outputs?



- 1, If you have short hair what will you do?
- 2, If you don't have short hair what will you do?
- 3, Point to the condition.
- 4, What does this conditional selection block do?
- 5, When this code is run, how many times will it check the condition?
- 6, What could you do to check the condition over and over again?
- 7, Which blocks are outputs?



- 1, If you have blue eyes what will you do?
- 2, If you don't have blue eyes what will you do?
- 3, Point to the condition.
- 4, What does this conditional selection block do?
- 5, When this code is run, how many times will it check the condition?
- 6, What could you do to check the condition over and over again?
- 7, What blocks are outputs?



- 1, If you have brown eyes what will you do?
- 2, If you don't have brown eyes what will you do?
- 3, Point to the condition.
- 4, What does this conditional selection block do?
- 5, When this code is run, how many times will it check the condition?
- 6, What could you do to check the condition over and over again?
- 7, What blocks are outputs?



- 1, If the sprite is touching the edge what will it do?
- 2, If the sprite is not touching the edge what will it do?
- 3, Point to the condition.
- 4, What does this conditional selection block do?
- 5, When this code is run, how many times will it check the condition?
- 6, What could you do to check the condition over and over again? Would that be a good idea?
- 7, What blocks are outputs?



- 1, If the sprite is touching the colour red what will it do?
- 2, If the sprite is not touching the colour red what will it do?
- 3, Point to the condition.
- 4, What does this conditional selection block do?
- 5, When this code is run, how many times will it check the condition?
- 6, What could you do to check the condition over and over again? Would that be a good idea?
- 7, What blocks are outputs?

```

ask 100-90=? and wait
if answer = 10 then
  say Correct for 2 secs
else
  say Wrong for 2 secs

```

- 1, If the answer is equal to 10 what will it do?
- 2, If the answer is **not** equal to 10 what will it do?
- 3, Point to the condition.
- 4, What does this type of conditional selection block do?
- 5, What type of block in the ask block?
- 7, What blocks are outputs?

```

forever
  if touching edge ? then
    turn 180 degrees
  else
    move 10 steps

```

- 1, If the sprite is touching the edge what will it do?
- 2, If the sprite is not touching the edge what will it do?
- 3, Point to the condition.
- 4, What does this conditional selection block do?
- 5, When this code is run, how many times will it check the condition?
- 6, What blocks are outputs?

```
Ask question what is 100 - 10 =?  
If their answer is the same (=) as 90  
    Say well done correct answer  
Else  
    Say wrong answer
```

- 1, If the answer is **equal** to 90 what will happen?
- 2, If the answer is **not equal** to 90 what will it do?
- 3, Point to the condition.
- 4, What does this type of conditional selection code do?
- 5, If you were giving a point for the correct answer where would that go in this algorithm?
- 6, Is the **ask question** an input or output?
- 7, What commands are outputs?



```
Repeat this forever  
    If c key is pressed  
        Turn right 5 degrees  
    Else  
        Turn left 5 degrees
```

- 1, If the c key is pressed what will happen?
- 2, If the c key is not pressed what will happen?
- 3, Point to the condition.
- 4, What does this type of conditional selection code do?
- 5, How many times will this condition be checked?
- 6, What would you change if you wanted this code to be changed by the space key?
- 7, Which parts of this algorithm are outputs?

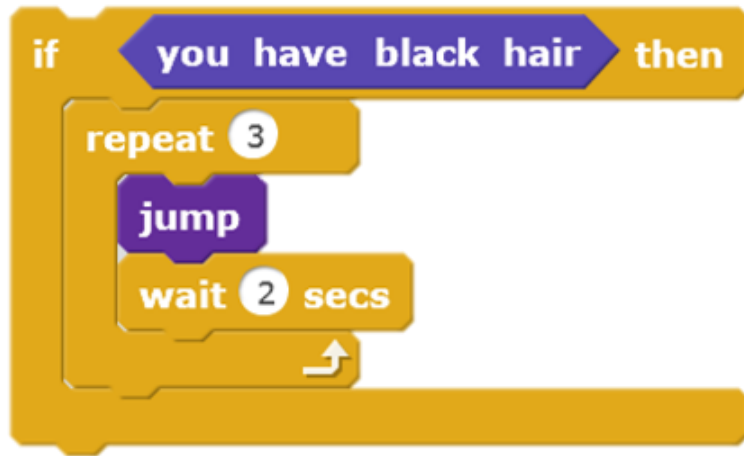




- 1, If you are a dog what will you do?
- 2, If you are not a dog what will you do?
- 3, Point to the condition.
- 5, What does this conditional selection block do?
- 6, When this code is run, how many times will it check the condition?
- 7, What could you do to check the condition over and over again?
- 7, What blocks start outputs?



- 1, If you love cats what will you do?
- 2, If you don't love cats what will you do?
- 3, Point to the condition.
- 5, What does this conditional selection block do?
- 6, When this code is run, how many times will it check the condition?
- 7, What could you do to check the condition over and over again?
- 7, What block start outputs?



- 1, If you have black hair what will you do?
- 2, How many times will jump be run if someone has black hair?
- 3, What would you change to make someone jump faster?
- 4, Point to the condition.
- 5, What does this conditional selection block do?
- 6, When this code is run, how many times will it check the condition?
- 7, What could you do to check the condition over and over again?

7, What blocks start the outputs?



- 1, If you have brown eyes what will you do?
- 2, How many times will jump be run if someone has brown eyes?
- 3, What would you change to make someone jump 7 times?
- 4, Point to the condition.
- 5, What does this conditional selection block do?
- 6, When this code is run, how many times will it check the condition?
- 7, What could you do to check the condition over and over again?

7, What blocks start the outputs?





- 1, Point to the condition.
- 2, What does the condition do?
- 3, If the answer is 13 what will happen?
- 4, If the answer is 7 what will happen?
- 5, What does this conditional selection block do?
- 6, What block is an output?



- 1, If the sprite is touching red what will it do?
- 2, If the sprite is not touching red what will it do?
- 3, What would you change to make the sprite get smaller when it touches red?
- 4, Point to the condition.
- 5, What does this conditional selection block do?
- 6, When this code is run, how many times will it check the condition?
- 7, What could you do to check the condition over and over again?
- 7, What block are outputs?



The image shows a Scratch code block. It is an orange 'if' block with a blue 'key space pressed?' block inside. Below the 'if' block is a blue 'move 1 steps' block.

- 1, If the space key is pressed what will it do?
- 2, If the space key is not pressed what will it do?
- 3, What would you change to make the sprite move faster when the space key is pressed?
- 4, Point to the condition.
- 5, What does this conditional selection block do?
- 6, When this code is run, how many times will it check the condition?
- 7, What could you do to check the condition over and over again?
- 8, What block are outputs?

The image shows three Scratch code blocks. The first is a blue 'ask' block with the text 'What is you favourite number?' and 'and wait'. The second is an orange 'if' block with a green 'answer = 1' block inside, followed by a purple 'say' block with the text 'That is a small number' and 'for 2 secs'. The third is an orange 'if' block with a green 'answer = 2' block inside, followed by a purple 'say' block with the text 'An even number' and 'for 2 secs'. The fourth is an orange 'if' block with a green 'answer = 3' block inside, followed by a purple 'say' block with the text '3 is cool' and 'for 2 secs'.

- 1, If the answer is 1 what will happen?
- 2, If the answer is 3 what will happen?
- 3, If the answer is 4 what will happen?
- 4, Point to the condition.
- 5, What does this conditional selection block do?
- 6, Which block is an input?
- 7, Which blocks are outputs?

Ask question who is your fav singer?  
If their **answer is the same (=) Prince**  
Say you are so wrong!

- 1, If the answer is **equal** to Prince what will happen?
- 2, If the answer is **not equal** to Prince what will happen?
- 3, Point to the condition.
- 4, What does this type of conditional selection code do?
- 6, Is the **ask question** an input or output?
- 7, What command is an output?



Repeat this forever  
If m key is pressed  
Turn right 1 degrees  
Move 1 step  
If on edge bounce

- 1, If the m key is pressed what will happen?
- 2, If the m key is not pressed what will happen?
- 3, Point to the condition.
- 4, What does this type of conditional selection code do?
- 5, How many times will this condition be checked?
- 6, What would you change if you wanted this code to be changed by the up arrow key?
- 7, Which parts of this algorithm are outputs?

