

Conditional selection Role Play Activity

There are five types of script

1. Condition starts action
2. Condition starts action in a forever loop
3. Condition switches between actions
4. Condition switches between actions in a forever loop
5. Condition stops a continuous loop

Can pupils act these out? Can they group themselves with similar types of conditional selection? Can they point out the conditions? Can they point out the output? Can they point out the loops?





Try it without the forever loop first

```
forever
  if touched gently on the back then
    stand
    sit
    smile
  else
    bow
```



Try it without the forever loop first

```
forever
  if touch shoulder then
    clap hand
    nod head
  else
    bow
    frown
```





```
repeat until touch shoulder
  clap hand
  bow
  wait 1 secs
  nod head
  frown
```



```
repeat until foot touched
  clap once
  wait 1 secs
  pat head once
  wait 1 secs
```





```
repeat until shoulder touched  
  sit  
  wait 1 secs  
  stand  
  wait 1 secs
```



Try it without the forever loop first



```
forever  
  if foot touched then  
    repeat 4  
      clap once  
      wait 1 secs
```





Try it without the forever loop first

```
forever
  if shoulder touched then
    stand
    wait 1 secs
    smile
    wait 1 secs
    clap once
```



Try it without the forever loop first

```
forever
  if shoulder touched then
    stand
  else
    sit
```

