

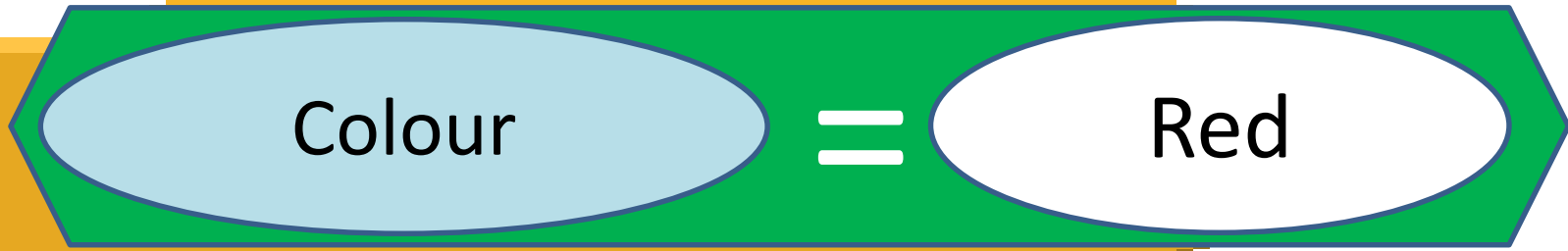
Selection using 2D Shapes

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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



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