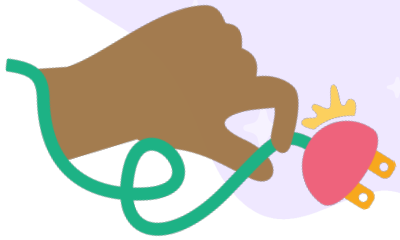
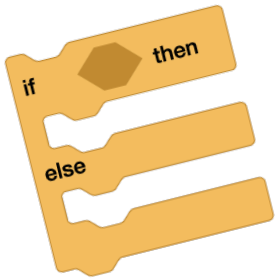
UNPLUGGED



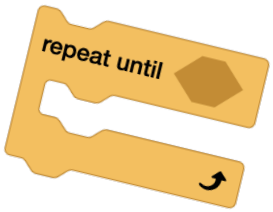
Conditional Simon Says

As a group, explore "if/then" and "until" conditional blocks using an unplugged game of Simon Says. ***One person functions as the programmer*** *while all other* ***participants act as computers****. The computers need to determine if statements are true or false and then act accordingly.*

Programmer: Your job is to give clear instructions to the computers using a conditional statement. You can phrase it like this:



- Simon says, "If _____, then _____. Else _____."
  - Example: Simon says, "If you are wearing a red shirt, then sit still. Else raise your arms up."
  - Example: Simon says, "If you have brown hair, then meow like a cat. Else bark like a dog."



- Simon says, "Repeat until _____: _____."
  - Example: Simon says, "Repeat until my hand is down: jump up and down."
  - Example: Simon says, "Repeat until this timer says 10: sing Happy Birthday."

Computers: Listen carefully and follow the programmer's instructions. But if they forget to say, "Simon says" at the beginning, or if the instructions don't make sense, you can say, "ERROR! Please debug your code."

Now, try using a conditional block in a Scratch project. For instance, you could code something to happen if two sprites touch, or an effect when the mouse is clicked!

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