Unplugged: Crazy Conditionals

This is a fun, interactive exercise to introduce conditionals and event handlers as computer processing. Read through the entire activity and adjust as needed for your class and classroom.

Preparation:

- Print & cut into strips with one conditional on each strip
- Note that some of the same conditionals can be given to multiple students, while other conditionals are to be given to just one student.
- Except for the first 'BEGIN' conditional, hand out the conditionals PRINT SIDE DOWN.
- Besides the 'BEGIN' and 'STOP' conditional, give at least two other conditionals to each student. A lesson from this is that it is challenging for a student to keep track of a lot of different conditionals, though not so for a computer! :)

Notes:

- Some of the same conditionals can be given to multiple students, while other conditionals are to be given to just one student.
- Technically these conditionals are all event handlers because the students are simply waiting for a specific event to trigger them into action.
- Unless instructed otherwise, students do not speak or make noise during this activity.

Extensions/Variations:

- Add AND, OR, AND/OR statements to the conditionals.
- Create nested IF's
- Let students create the IF's
- Relate this activity to a system and have the students create the conditionals that would end in a product of some kind or the completion of some task.

Give these 2 conditionals to all students.

- These 2 conditionals will be triggered only once.
- These conditionals start and stop this activity.
- Give the first 'BEGIN' conditional to the students PRINT SIDE UP.

IF the teacher writes the word '**BEGIN**' on the whiteboard,
THEN flip over the conditionals in front of you and follow the directions.
IF you see the word '**STOP**' on the whiteboard,
THEN sit back, cross your arms, and look at the teacher (smile!).
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Give these 6 conditionals to multiple students.

- These 6 conditionals may be triggered more than once.
- Walk around the classroom during the activity to trigger some of these conditionals.

IF the teacher says the word 'popcorn',
THEN stand up and say 'Pop!' once and sit back down.
IF any student stands up for any reason,

THEN clap 3 times.

IF anyone writes on the whiteboard with a GREEN marker,

THEN get up and touch something GREEN in the room and sit back down.

IF anyone walks past you while you are seated,

THEN snap your fingers 3 times.

IF someone snaps their fingers **AND** you have the letter 'e' in your first name,

THEN select a book from the bookcase and sit back down.

IF anyone writes anything on the whiteboard,

THEN get up and turn around in place one full turn and sit back down.

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Give one student each of the following 7 conditionals.

- These 7 conditionals will be triggered only once and set in motion the spelling of STOP on the whiteboard.

IF the teacher picks up a book,

THEN get up and write the letter S on the whiteboard and sit back down.

IF someone writes the letter S on the whiteboard,

THEN go open and close the classroom door and sit back down.

IF someone opens and closes the classroom door,

THEN get up and write the letter T (after the letter S) on the whiteboard.

IF someone writes the letter T on the whiteboard,

THEN get up and turn the lights on and off and sit back down.

IF someone turns on and off the lights,

THEN get up and write the letter O (after the letter T) on the whiteboard.

IF someone writes the letter O on the whiteboard,

THEN get up and sharpen a pencil.

IF someone sharpens a pencil,

THEN get up and write the letter P (after the letter O) on the whiteboard.

Source (Microsoft Make Code - 2nd activity on this page)