

Robot Conditionals Challenge (1)

Conditionals (If statements) - what are they?

We all use rules or conditionals in our daily lives:

- **If** you clean your bedroom (condition) **then** you will get your pocket money (action performed)!
- **If** you finish your classwork, **then** you can go out for break! Can you think of others?

Computers need rules to follow too! Computers process information because the programme (or set of instructions) tell the computer WHEN to perform a certain task. These are called **conditionals** as a certain condition or rule must be met.

Robot Conditionals Board Game

- ✓ For the Robot Board game decide on the rules/conditionals needed to play. For example, **if** the robot lands on a red square what will happen? **If** robot lands on a black square what will happen? Use the robot rules template to decide on the conditional 'if' statements for your game. We have provided a robot rules box to help or make your own!
- ✓ Choose a robot counter, cut it out, colour it in. Make it stand up with a cocktail stick and some Bluetac!
- ✓ Alternatively create your own robot counter using playdoh or lego or a magazine picture cut out!
- ✓ Like most traditional board games, each player rolls the dice and moves their character counter based on the number shown on the dice. The player to get to the finish square first is the winner! Good luck!

What You'll Need

A 7 x 7 grid (see printable template or make and colour your own)

Dice

Robot counter (see printable or make your own)

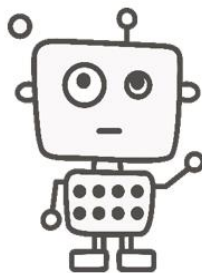
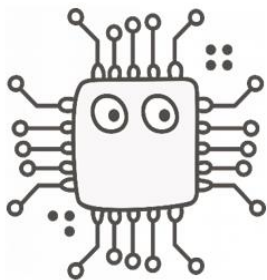
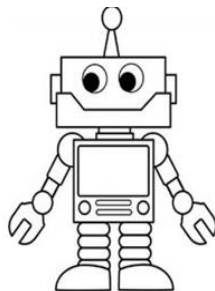
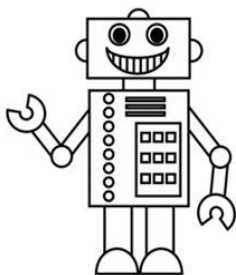
Robot rules template

2 players or more

Why are we doing this?

This activity explains how computers follow rules in order to perform certain tasks. These are known as conditionals.

Conditionals follow the format of **IF** this, **THEN** that.



Robot Counters

- ✓ Choose or draw your favourite robot
- ✓ Cut out
- ✓ Play the game! Have FUN!



My Robot 'IF' statement rules

IF robot lands on RED, THEN

IF robot lands on BLACK, THEN

IF robot lands on BLUE, THEN

IF robot lands on WHITE, THEN

IF robot lands on YELLOW, THEN

IF robot lands on PINK, THEN

IF robot lands on ORANGE, THEN

ROBOT RULES!

Stand on 1 leg until it is your turn again!

Move an extra 2 spaces!

Miss a turn!

Go back to the start!

Clap your hands 5 times!

