

Learning Objectives

- To know how to add a condition to a program.

Learning Outcomes

All children: will use an "if" block.

Most children: will modify the suggested example to get different results.

Some children: will create their own program.

Cross curricular links

Maths: geometry - position and direction.

Vocabulary

condition, "if" test ([see glossary](#)).

Resources

Template: j2e.com/code/template/Y3template2

Example: j2e.com/code/example/Y3example2

Video: just2easy.com/vids/j2code/Y3video2

Introduction

Recap the work done in lesson 1 then show Y3Example2. Introduce the idea of an "if" test. Compare this to everyday use of the word e.g. "if I let go of the cup it will drop on the floor" and explain that, in the same way, a program can do different things if certain conditions are met. Explain how to select the different sprites to add code to each one (*refer to video*).

Main Activities

Load the template (Y3Template2).

Task 1. Make the bat fly down the cave towards the spider.

Stop the class to discuss any problems. Explain and discuss task 2.

Q. Which blocks do we need?

Q. How could we make the spider disappear?

Task 2. Get the spider to move down the cave more slowly and add the "if" blocks to make something happen when the bat and spider touch. See example blocks above:-



Challenge

Try some different actions when the sprites touch. Experiment with new backgrounds and animations.

Follow up lesson(s)

Allow children to use more level2 blocks. Children can be encouraged to continue to experiment by accessing Visual at home.

Schools with access to the Just2easy ToolSuite may choose to blog some work, pupils can then leave comments on each other's work suggesting improvements or leaving feedback. Teachers may also save and share their own examples and templates.

Assessment

Self and peer assessment - pupils can work with a partner to review, and help correct their code (debug).