

# Unplugged Coding

## If-Then Kids

Difficulty Level 1 – If I Do This, Then You Do This

### The If-Then Statement

If Then is what's called a conditional statement in programming. The program queries if one condition exists, then it commands it to do something. It can be as basic as a True or False question and answer or it can prompt an action.

### If-Then Coding Game Rules

For every round, there is one Programmer and everyone else is a Computer. The Programmer stands in front of the Computers and gives them his command. If I \_\_\_\_ (fill in the blank), then you \_\_\_\_ (fill in the blank). For example, the Programmer below gave the command "If I turn in a circle, Then you turn in a circle.

The Programmer commands the Computers to do the same thing he/she does and to stop when he/she stops.

Difficulty Level 2 – If I Do This, Then You Do That

**You can add the twist that the Computers should do something different than the Programmer, but still start and stop when they do. This one works the brain because they'll hear something different than they are seeing.**

### **Difficulty Level 3 – If I Do This, Then You Do That, Else You Do Something Else**

**Moving on up the grade levels, you can move on up the coding complexity too with If-Then-Else statements. For example, the Programmer commands “If I raise my right arm, Then you raise your left arm, Else raise your right foot.” So if he just stands there and does nothing, the Computers should all be raising their right foot. This gets pretty funny, pretty fast.**

### **Difficulty Level 4 – If-Then-Else Speed Round with Eliminations**

**Want to make it really challenging? Have the Computers “break” and sit down when they don't follow commands correctly. The last Computer standing wins.**