

## Topic 2: Conditionals (If-Then) in Block-Based Coding

Chapter 3: Introduction to Scratch/Block Programming (Detailed) · Topic 2

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### Key Concept

An 'if-then' block checks a condition, like 'if score > 10', and performs an action, like 'then show a winning message', only if that condition is true.

Conditionals let programs make decisions, responding differently based on different situations or inputs.

We can also use 'if-else' blocks, which perform one action if the condition is true and a different action if it's false.

Understanding conditionals helps us create interactive programs and games that respond intelligently to different situations.

### Quick Revision Notes

- An 'if-then' checks a condition before acting.
- Example: 'if score > 10, then show a message'.
- Conditionals let programs make decisions.
- Programs respond differently to different situations.
- 'If-else' performs different actions based on true/false.
- Conditionals create interactive programs.
- They help games respond intelligently.
- This is a fundamental coding concept.

### Practice Questions

- 1 Write a simple 'if-then' example, like 'if it's raining, then take an umbrella'.
- 2 Discuss why conditionals help programs make decisions.
- 3 Create an 'if-else' example.
- 4 Plan a simple game rule using a conditional.
- 5 Explain conditionals using a daily life decision.
- 6 Draw a flowchart with an if-then decision.