

Year 5 - Lesson 3: If-then-else

Learning Intention

- I can use the **if-then-else** instruction.



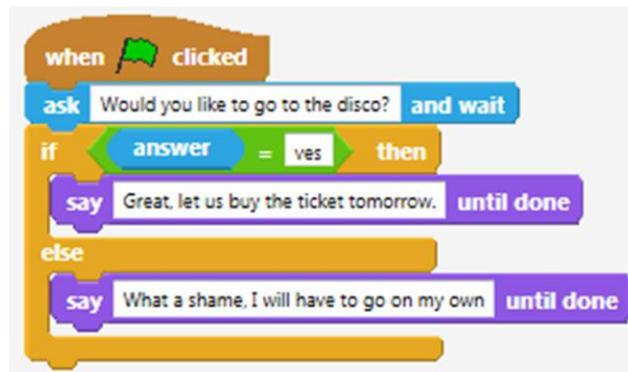
Introduction



What did we learn to do last week? (ask and respond using **if-then**) This week we will continue with our work on **ask** and respond. However, we will combine this with a new piece of code - the **if-then-else** instruction. **if-then-else** is also a conditional instruction, the condition has to go in the empty hexagon and the result goes in one of the two pairs of arms.

Teacher Input 1

Ohbot can respond differently to a question using **if-then-else**. Would you like to come to the school disco? We will now work together to write the code. We need to start our program with a **when green flag clicked**. We will need an **if-then-else** conditional instruction. We need to go to the **Operators** palette to find a hexagonal shaped operator to help us build the condition. In this example we need an equals (=) symbol. *If* the answer is yes, we say one response else we say a different response. **File, Save As – ‘ask disco’**.



Activity

- Can you create your own if then else question for Ohbot to ask?

Teacher Input 2

We can take this one step further by adding a sound effect and some motion instructions to the code so that Ohbot's response is even more appropriate e.g. a head nod for yes and a head shake for no. Sound effects can be found on the **Sound** palette - the drop down shows the list of wav format files stored in ThisPC>Music>Ohbot. Any files in wav format can be placed in this folder so that they can be used within the Ohbot software. The head nod and shake builds on our work in previous years.

Activity

- Can you add sound and motion to your ask and respond question. **File, Save As – ‘Ask and wait if then else’**.



Extension

Show the children the ask and respond joke code. Play them the program. What is different with this code? (Contains two ask and respond questions that follow on from each other.)
Extension task - Can you write two ask and respond questions within one program? Can Ohbot also move and make a sound when it responds? You can use the joke idea or create your own series of questions.

Plenary

Which tasks were you successful at? Show examples of children's coding. Which activity did you enjoy the most?
How did you find today's lesson?

```
when clicked
ask Would you like me to tell you a joke? and wait
if answer = yes then
say Here it is then until done
wait 1 secs
else
say What a shame! until done
wait 1 secs
say Bye bye until done
stop all

say What do you get if you cross a robot with a tractor? until done
wait 1 secs
say a trans-farmer until done
say Ha ha ha ha! I'm laughing my head off! until done
wait 2 secs
ask Did you find the joke funny? and wait
if answer = yes then
say I am so pleasedd about that. until done
wait 1 secs
else
say You didn't! I think I need to have a word with your teacher! until done
wait 1 secs
say Bye bye until done
```