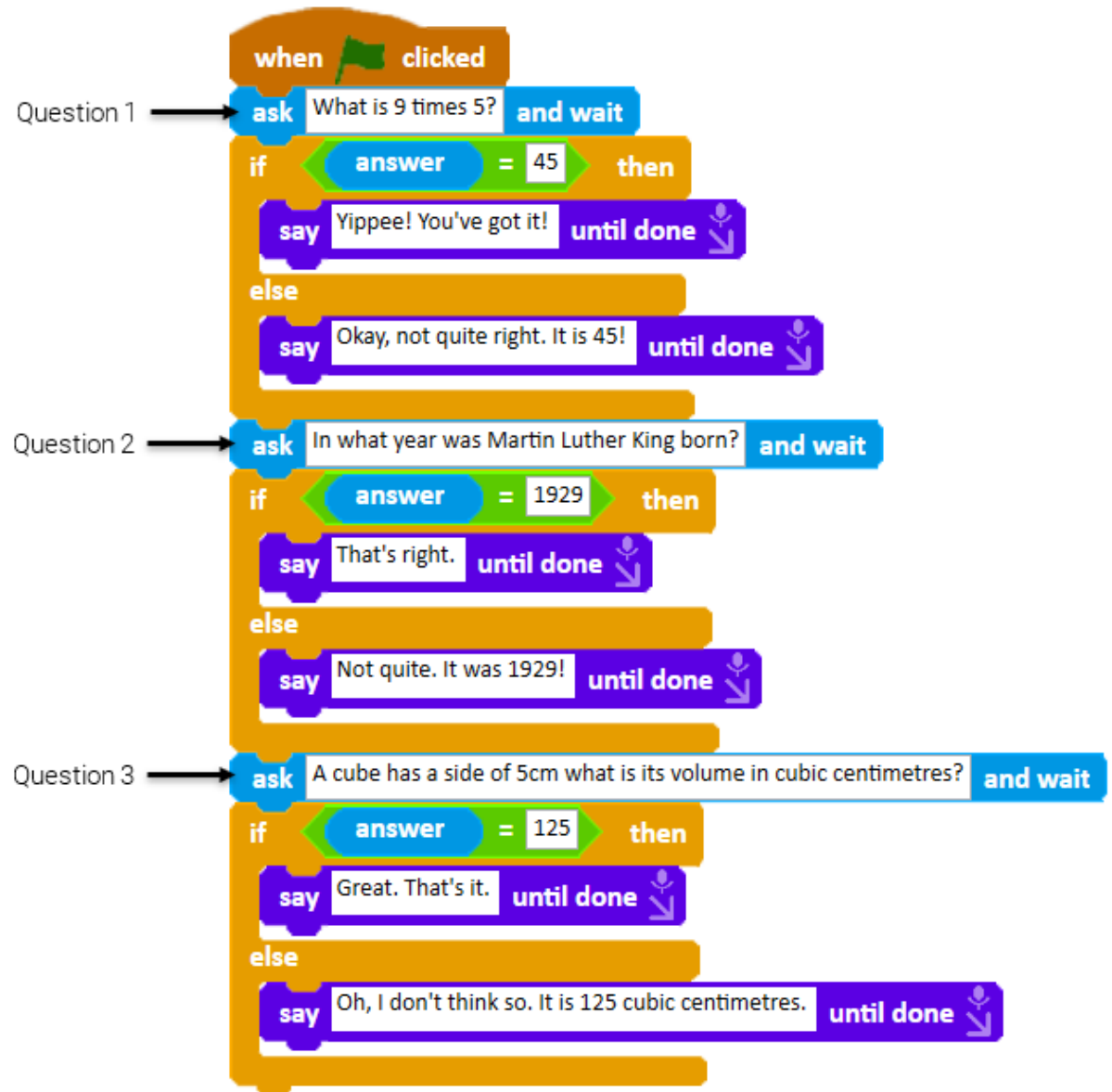


Lesson 3: Nesting Ifs

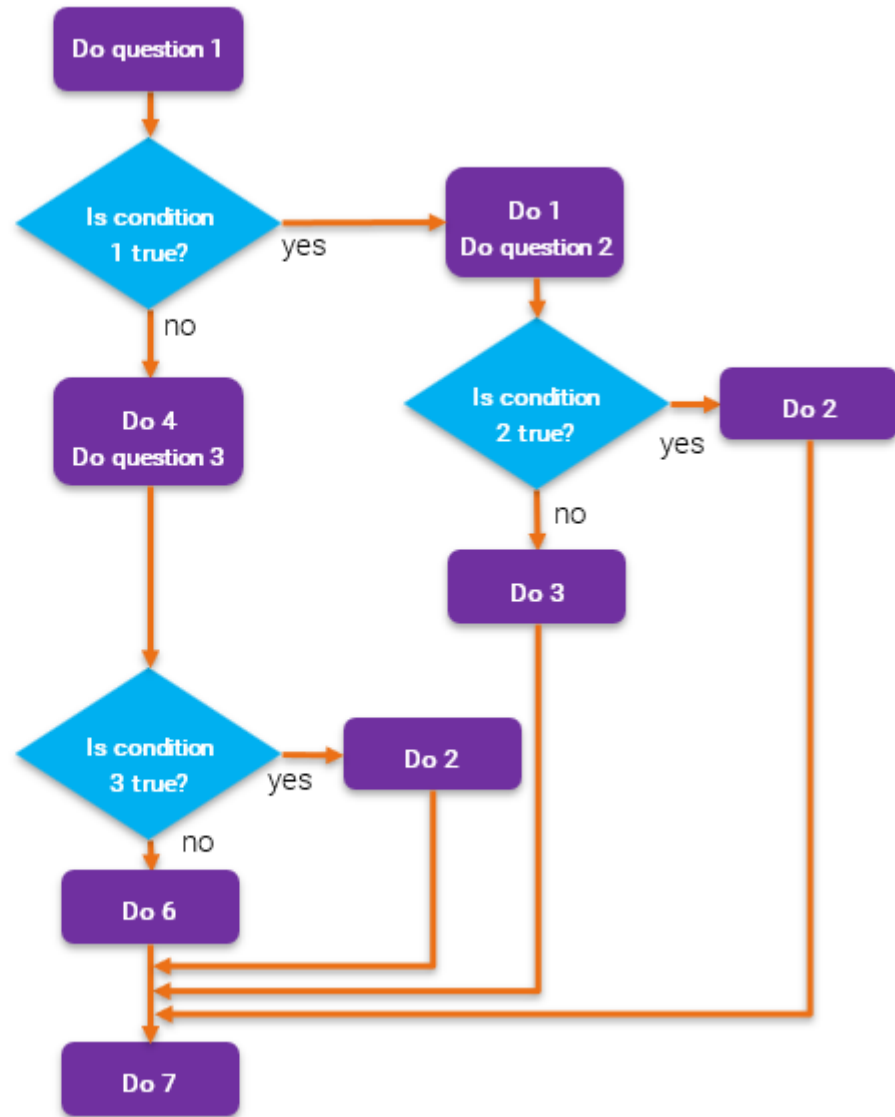
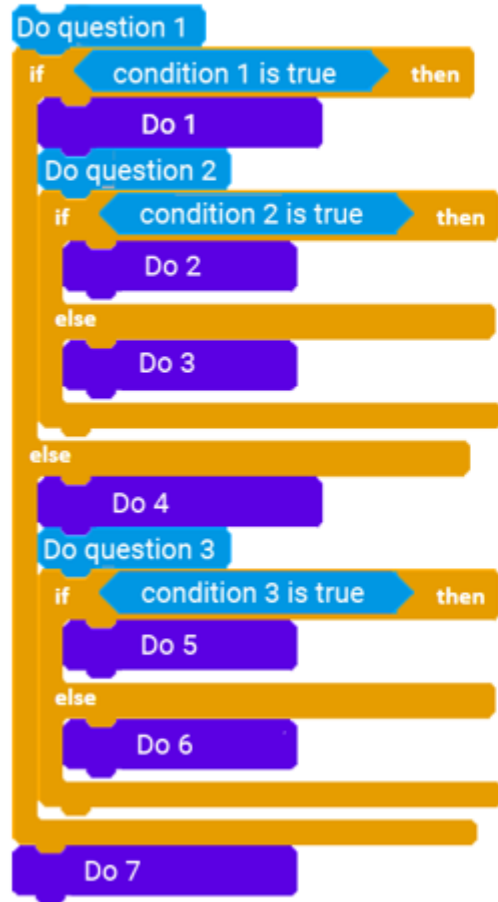
I can use nested if-then-else instructions in my program



A sequence of conditionals



How does each condition need to be answered to run blocks Do 1 to Do 7?



Where should each script go?

```
when clicked
ask What is 2 times 2? and wait
if answer = 4 then
say That's spot on, you maths whizz! until done
else
say No, I think that's wrong. until done
```

1

2

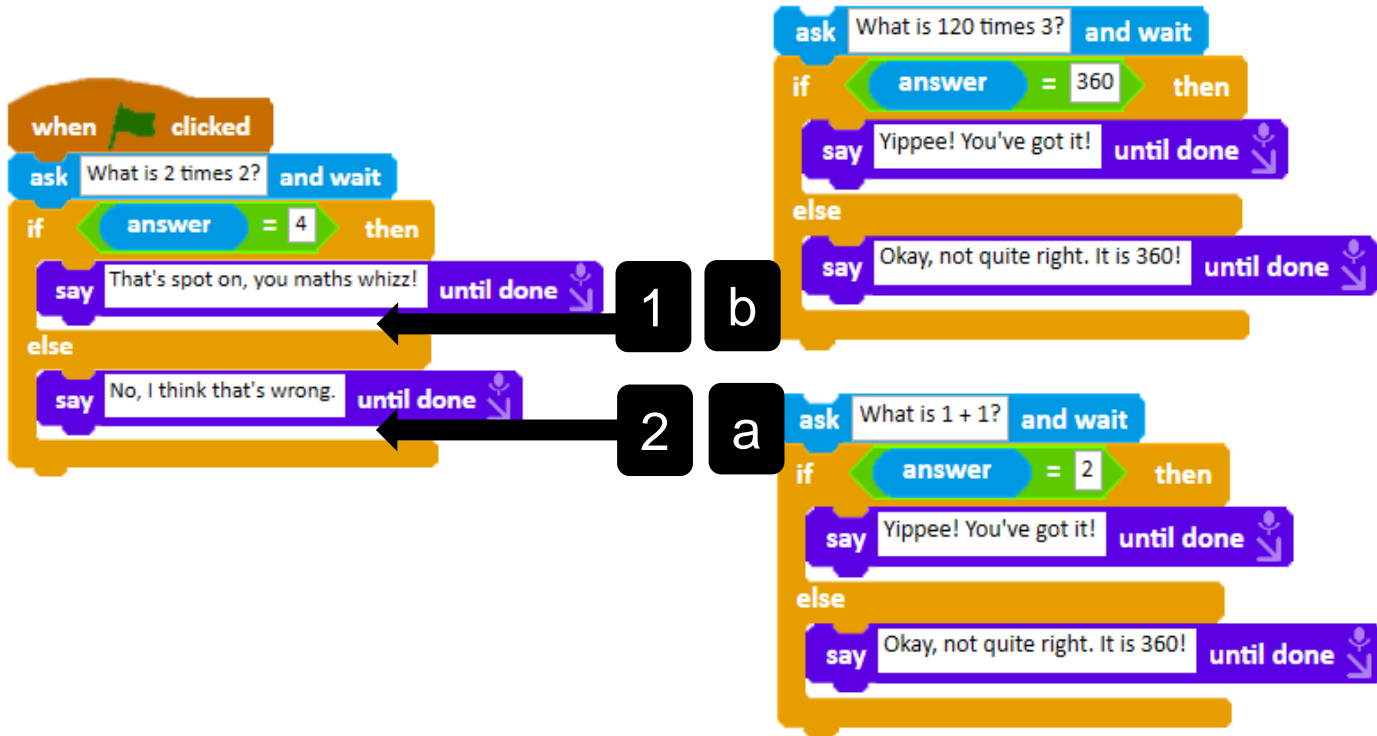
a

```
ask What is 1 + 1? and wait
if answer = 2 then
say Yippee! You've got it! until done
else
say Okay, not quite right. It is 360! until done
```

b

```
ask What is 120 times 3? and wait
if answer = 360 then
say Yippee! You've got it! until done
else
say Okay, not quite right. It is 360! until done
```

Solution



Activity 1

Can you program PicoH to deliver a three question quiz that asks more difficult questions if the user gets answers right, and easier questions if the user gets answers wrong?



Activity 2 Example

```
when clicked
ask "What is 2 times 2?" and wait
if answer = 4 then
say "That's spot on, you maths whizz!" until done
else
say "No, I think that's wrong." until done
```



Plenary

How many if-then-else conditionals would be needed to create a quiz that always asked six questions?

