Introduce: Conditionals

Blue Level Unit 3

Objectives

In this activity, students will:

- Will be introduced to the concept of forever loops through unplugged and plugged activities.

Activity Description (45-60 minutes)

5 min.	⭐ **Introduce**: Review the concept of **conditionals** using pages 6 and 7 (EN / SP) in the Blue Level Student Workbook. (5-10 min.)
30 - 40 min.	🤖 **Engage:** Select from the activities below to engage students in learning about **conditionals** and what they do in computer programs. (30-40 min.) Unplugged activities: 1. Conditional in Scratch video: Scratch Tips 2. Ruby's Dress Code (lesson plan) or Orange Unit Landing Page Scratch activities: 1. Loops and Conditional Remix (single project), 2. Scratch projects are based on conditionals. 3. Teacher resource - project explaining the conditional.
5 min.	📓 **REFLECT** Ask students to think back on their experience learning about how a Computer Scientist would think about forever loops today by responding to these reflection prompts: • Thinking about the activities you tried today, can you explain forever loops to a friend? • Can you think of any way forever loops are used outside of the classroom?

Reviewing Student Work

★ Are students activating prior knowledge to understand forever loops?
★ Can students explain forever loops in their own words?

Lesson Notes

- ➕ Utilize a variety of resources to help students who get “stuck” while working on their project in Scratch. Encourage them to ask peers for support, explore Scratch tutorials or Starter Cards, or utilize one of these strategies to get unstuck!