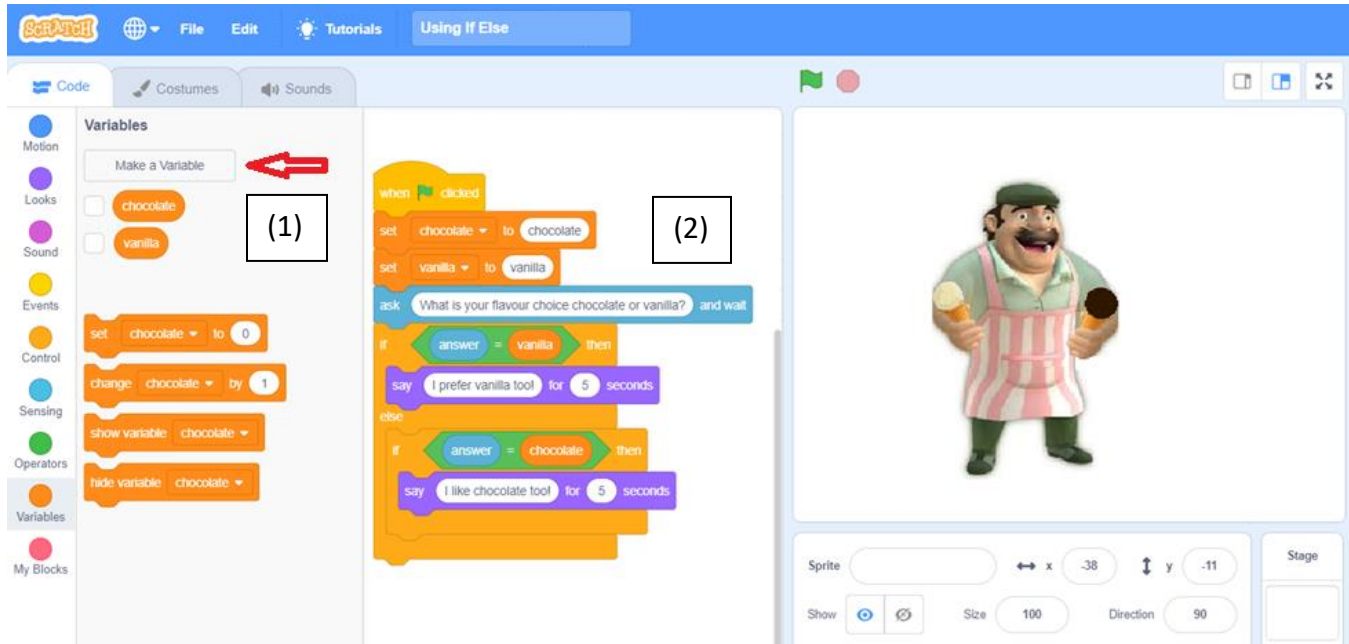


## If Then – Lesson Two – Making Choices

In this lesson we are going to learn more about using conditional statements. Create a new Scratch program titled Making Choices.

Follow the instructions below.

- 1) Make the variables chocolate and vanilla.
- 2) Create the code as shown.



- 3) Test the program to see how it works.

Show Mr. Desmond. Showing the code is not enough you must understand how it works and be able to explain how it works.

- 4) Change the program to make the choice between two things of your choosing. Add new graphics, characters, or backgrounds to go with your choices.

Show Mr. Desmond.

- 5) Change the program to make the choice between four things.

You will need to have more than one say block in each IF condition. Each IF condition should trigger an on-screen action or character change.

Show Mr. Desmond.