

Introduction to OzoBlockly 06: Conditionals

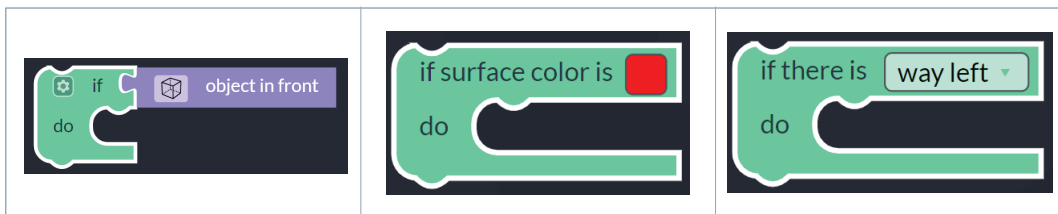
Activity sheet

- ① A conditional programs an action to happen if a condition is _____ true.
and a different action to happen if the condition is _____ false.

- ② Finish the real life conditional. *Answers will vary.*

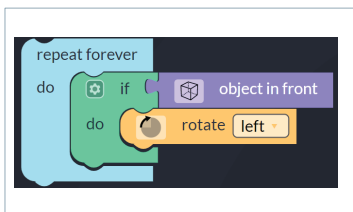
If you are hungry, then you _____ eat a bowl of ice cream.

- ③ Look at the different conditional blocks from OzoBlockly:



The conditional blocks use the words _____ if _____ and _____ do.

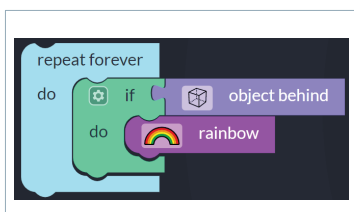
- ④ Look at the code below and complete the conditional statements.



If an object is in front of the bot, then the bot will _____ turn left.

If an object is not in front of the bot, then the bot will _____ not do anything.

- ⑤ Look at the code below and complete the conditional statement.



If an object is behind the bot, then the bot will _____ show the colors of the rainbow.

If an object is not behind the bot, then the bot will _____ not do anything.