

Introduction to Ozobot Blockly 04: Conditionals

Activity Sheet

1 Define a conditional:

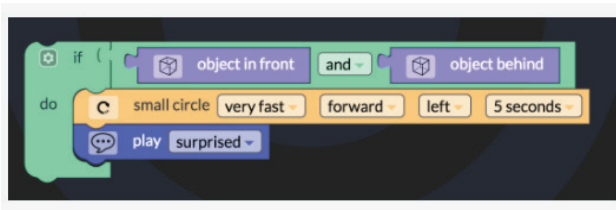
A conditional is a feature of a programming language that performs different outcomes or actions depending on whether a certain condition is true or false.

2 An example of a conditional in real life is:

If I stub my toe, then I will say, "Ouch!"

3 Draw or input a screenshot of the three conditionals in your program:

#1



#2



#3



Name: _____

Date: _____



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• _____ •

④ A forever loop is needed around a conditional because

the bot needs to always check to see if an object is in front or behind it. Without the forever loop, the program tells the bot to check one time only.

⑤ A different conditional the bot could be programmed to follow is

if an object is in front, do a u-turn.
