

LESSON 3

If This, Then That: Conditional Fun!

30 minutes

Exploring Patterns

WHAT THIS LESSON DOES

In this lesson, the students will learn to sequence actions using "if/then" statements, helping them understand cause and effect relationships and laying the groundwork for logical thinking in coding. This exercise fosters their ability to recognise and predict outcomes based on given conditions, which is essential for programming.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Students will understand the concept of 'if' and 'then' and differentiate it from 'first and then'.
- Students will be able to use 'if' and 'then' in sentences to express conditions and consequences.
- Students will develop their listening skills by following 'if' commands in a game.
- Students will enhance their critical thinking skills by predicting outcomes in 'if' scenarios.
- Students will improve their drawing skills by illustrating 'then' scenarios on a worksheet.
- Students will develop their discussion skills by sharing their thoughts and ideas about 'if' and 'then' scenarios.

BEFORE THE LESSON

- Open and test the lesson on your board beforehand, including the 'if-then' matching interactive and the 'What Happens Next' picture slides, and check the linked images load on the school network.
- Print one 'If/Then' Activity Worksheet per pupil in advance.
- Have the longer list of 'if' commands from the step notes to hand, and clear a little floor space so pupils can safely stand, jump and touch their toes during the Simon Says game.

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HOW THE LESSON RUNS

Introduction

Bossy Words Recap

If/Then Game

If/Then Interactive Game

Finish the Sentence

If/Then Worksheet

TEACHING MOVES

- 2. Bossy Words Recap. Draw out the difference: bossy words tell you what to do straight away, but 'if' first checks whether something is true. Say a plain example: 'If you are wearing shoes, stand up.'.
- 3. If/Then Game. Stress that pupils only act if the condition is true of them. Watch for children copying the room rather than checking themselves, and name the two parts aloud: the 'if' condition, then the action.
- 4. If/Then Interactive Game. Read the sunny-day line aloud, then take a class vote before revealing. Ask 'what if it were raining instead?' so pupils see the 'then' depends on the 'if', not the other way round.
- 5. Finish the Sentence. For each slide, take two or three different endings from pupils before moving on, so the class sees that one 'if' can lead to many sensible 'then' outcomes.
- 6. If/Then Worksheet. Model the first scenario on the board: gather ideas for 'if it is raining', draw the class's chosen answer in the 'Then' box, then let pupils complete the rest independently.

WHAT TO WATCH FOR

- Pupils treat 'if' the same as 'first and then', acting on every command instead of checking whether the condition applies to them. During the game, pause after a command they should not follow and ask 'is that true for you?' Point out those who correctly stayed still and why.
- Pupils think each 'if' has only one correct 'then', so they wait to be told the right answer. Collect several different reasonable endings for the same 'if' slide and accept them all, showing that a condition can lead to more than one sensible consequence.

DIFFERENTIATION

- Emerging: During the game, use simple single-condition commands about visible things ('if you are wearing red') so the child can check themselves easily. For the worksheet, offer one or two spoken suggestions and let the child pick one to draw.
- Developing: Ask the child to say the full sentence back, 'if it is raining, then I put on my coat', before they draw, so the two parts are joined in their own words.
- Proficient: Set a two-part condition in the game, such as 'clap if you are wearing red and have a pet'. On the worksheet, ask the child to draw two different 'then' outcomes for the same 'if' and explain why both work.