

LESSON 3

Cause and Effect: If This Happens, Then What?

30 minutes

Solving Problems

WHAT THIS LESSON DOES

In this lesson, you'll guide your students through interactive activities to understand 'if/then' statements. You'll start with an 'If/Then' Simon Says game, followed by an interactive whiteboard game. Finally, students will complete an 'If/Then' activity worksheet to reinforce their understanding of conditional logic.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Understand and apply the concept of 'if/then' statements through interactive activities.
- Develop critical thinking skills by predicting outcomes in various 'if' scenarios.
- Enhance communication skills by discussing and explaining their choices during activities.
- Improve creativity and expression through drawing responses in the 'If/Then' worksheet activity.
- Build foundational knowledge of conditional logic, a key concept in coding.

BEFORE THE LESSON

- This is mostly unplugged: you need clear floor space or a circle for the Simon Says game.
- Open and test the 'If/Then' interactive slideshow on your whiteboard before the lesson, and check the sound and display work.
- Print one 'If/Then' worksheet per pupil, and have pencils or crayons ready for drawing.

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HOW THE LESSON RUNS

Introduction

If/Then Game

If/Then Slideshow

If/Then Worksheet Activity

TEACHING MOVES

- 1. Introduction. Tell pupils that today every action depends on an 'if'. Frame it plainly: we only do the 'then' when the 'if' is true. Keep this short and move into the game.
- 2. If/Then Game. Model one round yourself: say 'If you are wearing shoes, then pat your head' and only pat if it applies to you. Stress they move only when the condition matches them.
- 3. If/Then Slideshow. Work through each slide as a class. For each 'if', ask pupils to predict the 'then' before revealing it, and take a few different suggestions aloud.
- 4. If/Then Worksheet Activity. Do the first scenario together on the whiteboard, drawing the class's chosen 'then'. Then let pupils draw their own answers for the rest, accepting any sensible outcome.

WHAT TO WATCH FOR

- Pupils act on every instruction regardless of whether the 'if' condition applies to them, treating it like ordinary Simon Says. Pause the game and point out someone who correctly stayed still. Repeat that the 'then' only happens when the 'if' is true for you.
- Pupils think there is one single correct 'then' for each 'if'. Collect several valid answers for one scenario. Show that many outcomes can follow from a condition, so long as they make sense.

DIFFERENTIATION

- Emerging: During the worksheet, sit with pupils who are stuck and talk them through the first 'if' aloud before they draw anything.
- Developing: Ask them to say their scenario back to you as a full 'if this, then that' sentence before they draw it.
- Proficient: Invite them to invent their own 'if/then' rule for a Simon Says round and call it out to the class.