Critical Thinking:

I would use the Matryoshka dolls to explain the concept of a nested if loops. On each doll, you could write a different expression that would normally be contained in an 'if' statement. Tell the class that you are the compiler at runtime. You would ask the class the conditional statement, if the statement is true, you open the doll to the next one. If not, you end the program (or would continue past the nested if loops), and don't need to ask the class the next 'if' statements. This will give them an idea as to how the if statement works. You could also expand on using different loops.