**Materials:** Deck of cards

**Lesson Plan:**

New vocabulary:

Conditionals: Statements that only run under certain conditions

Let the class know that if they can be completely quiet for thirty seconds, you will do something like sing an opera song, give five more minutes of recess, or do a handstand. Start counting right away. If the students succeed, point out right away that they succeeded, so they *do* get the reward. Otherwise, point out that they were not completely quiet for a full thirty seconds, so they *do not* get the reward.

* Ask the class "What was the *condition* of the reward?"
  + The condition was *IF* you were quiet for 30 seconds
    - If you were, the condition would be true, and you would get the reward.
    - If you weren't, the condition would be false, so the reward woud not apply.
  + Can we come up with another conditional?
    - If you can guess my age correctly, the class can give you applause.
    - If I know an answer, I can raise my hand.
    - What examples can you come up with?
* Sometimes, we want to have an extra condition, in case the "IF" statement is not true.
  + This extra condition is called an "ELSE" statement
  + When the "IF" condition isn't met, we can look at the "ELSE" for what to do
    - Example: IF I draw a 7, everybody claps. Or ELSE, everyone says "Awwwwww."
    - Let's try it. (Draw a card and see if your class reacts appropriately.)
  + Ask the class to analyze what just happened.
    - What was the IF?
    - What was the ELSE?
    - Which condition was met?

Game time! Split the class into 2 teams. Each round, you pick a card. If the card is red, Team 1 gets a point. Otherwise, Team 2 gets a point. Ask the class to analyze the game (what is the IF, what is the ELSE?) Then play a few rounds. Ask the class for a new game rule: depending on things like a card's suit, color, or value, we award or subtract points. Analyze the new rule and play a few rounds.