ChatBot — Notes for Club Leaders

Introduction:

In this project, children will learn how to use 'if' statements to make decisions in their programs.

Resources

For this project, Scratch 2 should be used. Scratch 2 can either be used online or offline.

You can find a completed version of this project online, or it can be downloaded by clicking the 'Download Project Materials' link for this project, which contains:

- ChatBot.sb2

Learning Objectives

- Text input;
- Decisions:
  - `if ... then` statements;
  - `if ... then ... else` statements.

Challenges

- "More questions" - consolidating learning of input and the `answer` block;
- "More decisions" - using decisions;
- "Make your own chatbot" - consolidation of learning from this and past projects.