



Conditional Statements with “Simon says”

By European Parents' Association - EPA



Objective

Teach conditional logic (if-then-else statements) using a modified game of "Simon Says"



Duration

30 – 45 min

Target group

Children 7+ yrs

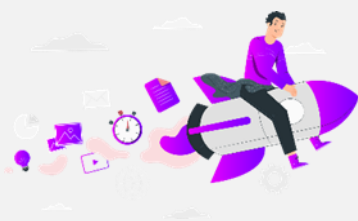
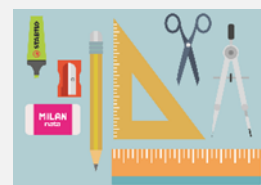


Experience

intermediate

Materials

Designated open space.



Setup

Gather participants and ensure they understand traditional "Simon Says" rules.



Description

- **Introduction:** Introduce the activity as learning how computers make decisions using "if-then-else" statements.
- **Explain Conditional Statements:** Introduce the concept of "if-then-else" with real-life examples. Explain that computers check a "condition" and perform an action based on whether it's true or false, relating it to "Simon Says".
- **Activity:**
Conditional Simon Says: Play "Simon Says" incorporating conditional statements like "Simon says, 'If you are wearing blue, then touch your head; else, touch your knees.'" Vary conditions and actions.

Discussion and Reflection

Discuss confusing parts of the game, how it's similar to computer decision-making, other everyday examples of "if-then-else," and potential additions to the game.



Extension

Compound Conditions: Introduce "and" and "or" to create more complex conditions. Create Your Own Game: Participants create their own conditional "Simon Says" rules and lead the game

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