Name: _____ Date: _____

Conditional Hot Potato

Decisions, decisions, decisions!

We make millions of decisions in our lives, every day, every second! Come along with Ellis to take a closer look at how she makes decisions at Evaluatus.

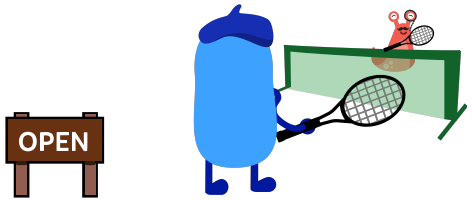
A Recap on If-then Statements

To recap, **if-then statements** are conditional statements used in computer science to trigger a set of instructions when a certain condition is **true**. Let's revisit Ellis' schedule using if-then statements below!

Example:

If the Evaluatus park is open, ⟶ 1st condition

then Ellis will play tennis. ⟶ What Ellis will do if the **1st condition** is **true**



Our if-then statement says that if the Evaluatus park is open, Ellis will play tennis. In our example above, the **condition** is **true**, as shown by the 'OPEN' sign. This means that Ellis will play tennis!

But wait, there's more: Else statements!

You might be wondering: What if Evaluatus park is closed? Currently, we don't have any instructions on what Ellis will do in that circumstance.

That's where else statements come to the rescue! **Else statements** trigger a set of instructions when a certain condition is **false**.

Example:

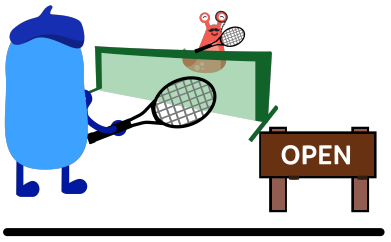
If the Evaluatus park is open, ⟶ 1st condition

then Ellis will play tennis. ⟶ What Ellis will do if the **1st condition** is **true**

Else,

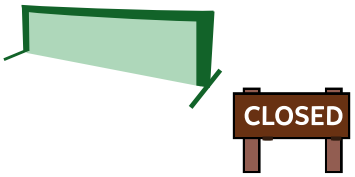
then Ellis will play board games. ⟶ What Ellis will do if the previous condition is **false**

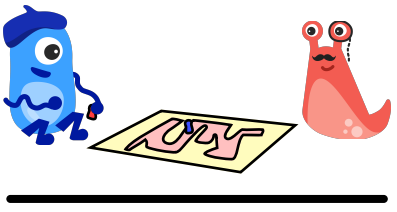
When the 1st condition is true:



In the picture above, the **condition** is **true**, as shown by the 'OPEN' sign. As a result, Ellis will play tennis as instruced in the if statement and ignore what is written in the **else statement**.

When the 1st condition is false:





Now, the **condition** is **false**, as shown by the 'CLOSED' sign. As a result, Ellis will play board games as instructed in the **else statement**.

Hmm.. there's more again: Elif statements!

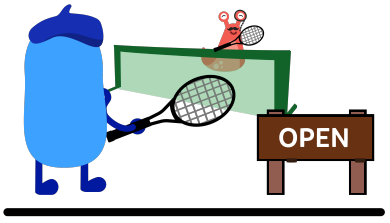
So far, we have instructions for what to do when a condition is true and when a condition is false. But what if we wanted to check for another condition if the original condition is false? For instance, if the Evaluatus park is closed, Ellis may want to check if the Evaluatus field is open to play baseball, before deciding to play board games.

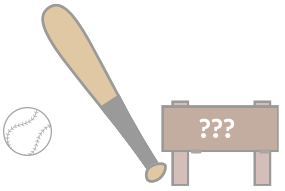
This is where elif (else + if = elif) statements come in! **Elif statements** check if a certain condition is true when the condition before it is **false**.

Example:

If the Evaluatus park is open, ⟶	1st condition
then Ellis will play tennis. ⟶	What Ellis will do if the **1st condition** is **true**
Elif the Evaluatus field is open, ⟶	2nd condition
then Ellis will play baseball. ⟶	What Ellis will do if the **1st condition** is **false** and the **2nd condition** is **true**
Else,	
then Ellis will play board games. ⟶	What Ellis will do if **all** of the previous conditions are **false**

When the 1st condition is true:

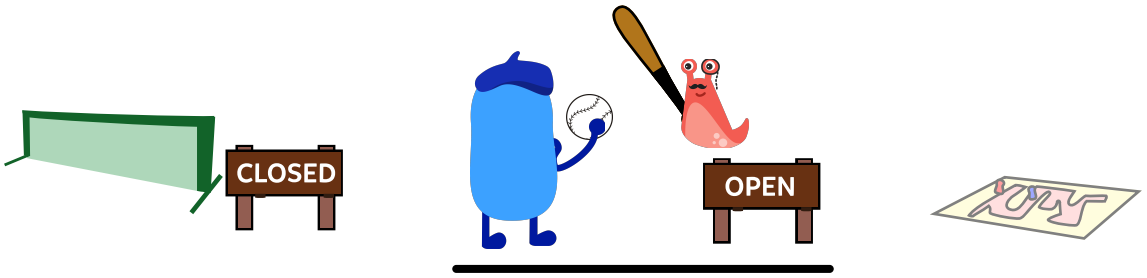




1st condition is **true**, as shown by the 'OPEN' sign at Evaluatus park. This means that Ellis will play tennis.

Note: When the 1st condition is true, Ellis will do what is instruced in the if statement and ignore what is written in the **elif and else statements**. *(Ellis will not check if the Evaluatus field is open. There is no need to because the 1st condition is true).*

When the 1st condition is false and the 2nd condition is true:



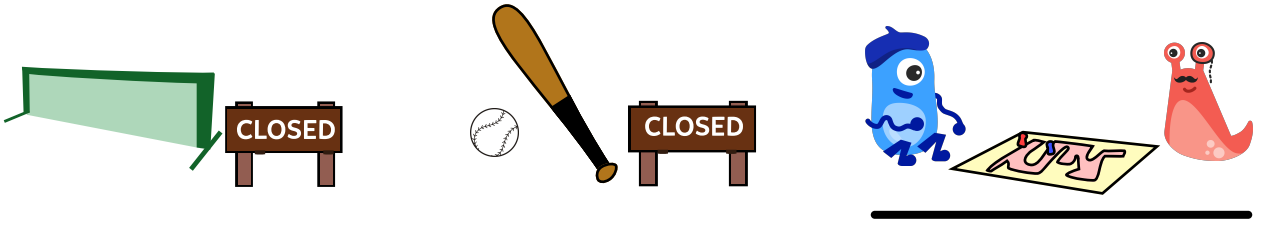
1st condition is **false**, as shown by the 'CLOSED' sign at Evaluatus park.

↓ Now we move to the elif statement!

2nd condition is **true**, as shown by the 'OPEN' sign at Evaluatus field. This means Ellis will play baseball.

Note: Ellis will do what is instruced in the elif statement and **ignore** what is written in the **else statement**.

When the 1st and 2nd conditions are false:



1st condition is **false**, as shown by the 'CLOSED' sign at Evaluatus park.

↓ Now we move to the elif statement!

2nd condition is **false**, as shown by the 'CLOSED' sign at Evaluatus field.

↓ Now we move to the else statement!

We perform the **else statement** so Ellis will play board games.

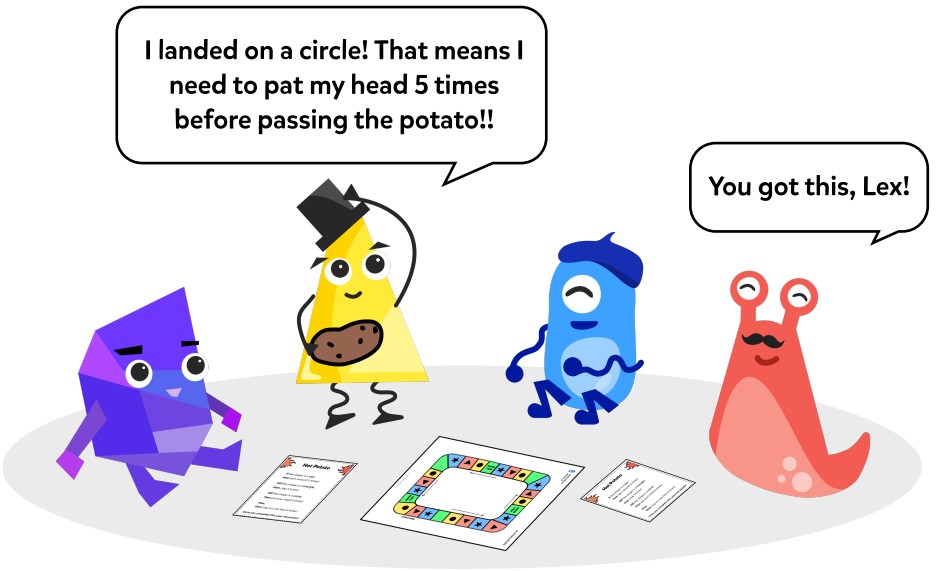
Conditional Hot Potato!

Materials

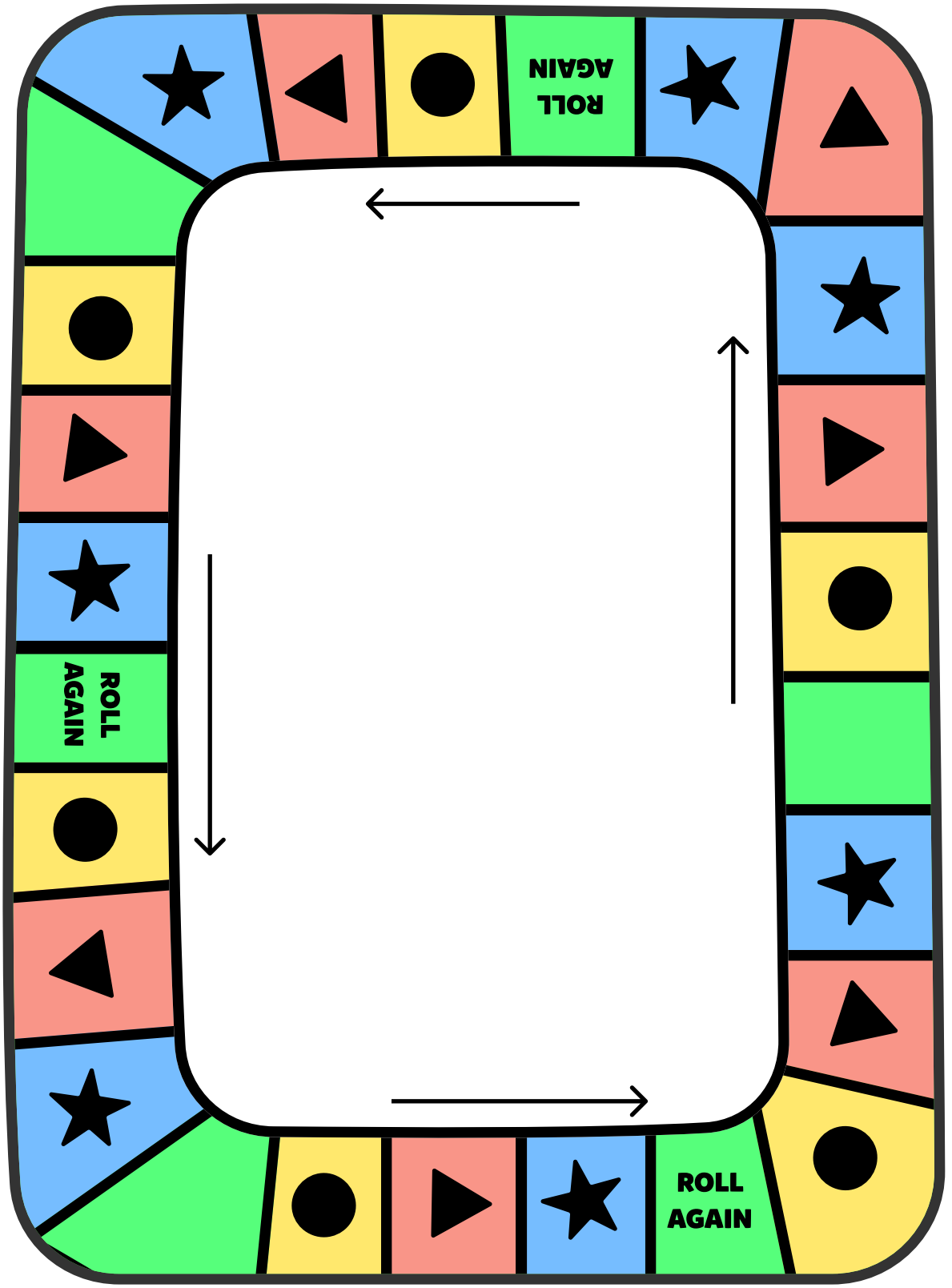
- Hot potato object
- Tokens for each player (This will represent where you are on the board!)
- 1 die

How to Play

- Sit in a circle with a group of 3-7 people. Choose a token to represent your spot and place it at the starting mark!
- Start a timer for 2 minutes. Take turns rolling the die and moving your token to its spot. Depending on where you land, perform your action as told in the Hot Potato If-Elif-Else statement. Once you complete the task, **quickly** pass the potato to the next player (you don't want to hold the potato when the timer runs out)! Continue taking turns until the timer goes off.
- Whoever has the hot potato when the timer ends is out! Proceed to play multiple rounds until there is one winner remaining.



PLAYING BOARD



Hot Potato

If the shape is a **star**,
then spin around 2 times!

Elif the shape is a **triangle**,
then clap 3 times!

Elif the shape is a **circle**,
then pat your head 5 times!

Else,
then hop on one foot 4 times!

Once you complete this, pass the  ***!***

Hot Potato

If the shape is a **star**,
then spin around 2 times!

Elif the shape is a **triangle**,
then clap 3 times!

Elif the shape is a **circle**,
then pat your head 5 times!

Else,
then hop on one foot 4 times!

Once you complete this, pass the  ***!***

Hot Potato

If the shape is a **star**,
then spin around 2 times!

Elif the shape is a **triangle**,
then clap 3 times!

Elif the shape is a **circle**,
then pat your head 5 times!

Else,
then hop on one foot 4 times!

Once you complete this, pass the  ***!***

Hot Potato

If the shape is a **star**,
then spin around 2 times!

Elif the shape is a **triangle**,
then clap 3 times!

Elif the shape is a **circle**,
then pat your head 5 times!

Else,
then hop on one foot 4 times!

Once you complete this, pass the  ***!***