



Conditional Hot Potato

Educator's Guide

Overview

CS Hands-On is a 501(c)(3) nonprofit teaching computational thinking skills through technology-free lessons and activities. This curriculum is built to teach fundamental computer science concepts in an engaging, hands-on way. In this mission, students use if-then, elif, and else statements to play a remixed game of Hot Potato.

• Prerequisite Knowledge

Students should have completed the Conditional Schedule activity, which introduces the concept of if-then statements.

• Lesson Details

At Evaluatus, students will learn to evaluate judgements with Ellis. Students will learn the structure and syntax of an elif and else statement, then use if-then, elif, and else statements to play a modified game of hot potato.

This lesson was developed for students ages 8 to 13, and can be modified for students of all skills and ages. This lesson takes roughly 30 minutes.

Learning Objectives

• Key Question

How can we make decisions using if-then, elif, and else statements?

• Key Terms

Else statement: A conditional statement that triggers a set of instructions when a certain condition is false.

Elif statement: A conditional statement that triggers a set of instructions when the previous conditions were false but the current condition is true.

• Curriculum Standards

Students should be able to...

- Explain how for loops are created and used (Patterns)
- Read, write, and interpret for loops (Literacy)
- Act out the process of a for loop (Creative Arts)

[View standards addressed here](#)



Lesson Plan

• Materials

- Conditional Hot Potato worksheet (per student)
- Hot potato object (ball, marker, stuffed animal)
- Tokens for each student
- 1 die (per group)

• Setup

- Hand out a Conditional Schedule worksheet to each student
- Create space in your classroom for students to sit in a circle of 3-7 people

ANSWER KEY & LESSON ANNOTATIONS

Name: _____ Date: _____

Conditional Hot Potato

Decisions, decisions, decisions!

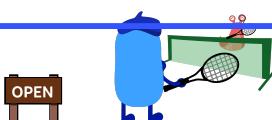
We make millions of decisions in our lives, every day, every second! Come along with Ellis to take a closer look at how she makes decisions at Evaluatus.

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's 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!

Educator Note

Open this example up for students to modify it. Do they have a similar decision-making process using if-then statements? For instance, if Sunny Park is open, then I will play on the swings with my friend.

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.

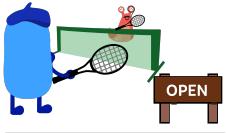
That's where else statements come to the rescue! **Else statements** trigger a set of instructions when a certain condition is **false**.

Example:

If the Evaluatus park is open, —————→ 1st condition
then Ellis will play tennis. —————→ What Ellis will do if the 1st condition is **true**

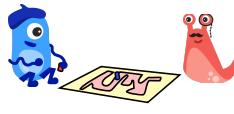
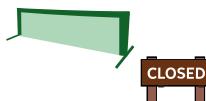
Else,
then Ellis will play board games. —————→ What Ellis will do if the previous condition is **false**

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 instructed 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**.

Educator Note

Once again, open this example up for students to modify it. Do they have a similar decision-making process using else statements? Referencing the example, students can brainstorm possible else statements. For instance, **else, then I will go to the beach to surf.**

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.

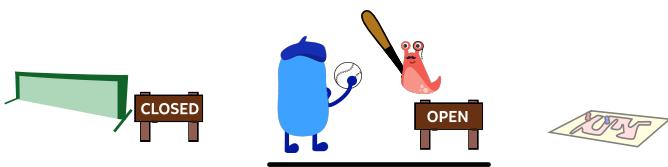
Note: When the 1st condition is true, Ellis will do what is instructed in the if statement and ignore what is written in the **elif** and **else statements**. (*Ellis will not check if the Evaluatus field is open. There is no need to because the 1st condition is true*).

Educator Note

Once again, open this example up for students to modify it. What conditions can students check to use in elif statements? Referencing the example, students can brainstorm possible elif statements if the park is closed. For instance, elif the playground is open, then I will go to the playground with my friends.



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 instructed 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.

Educator Note

We begin to have many possible outcomes as the if-elif-else statement gets longer. While evaluating the statement, it is important to remember that students will only check elif statements if the if-then statement is false. Students will only check the else statement if every statement before it is false.



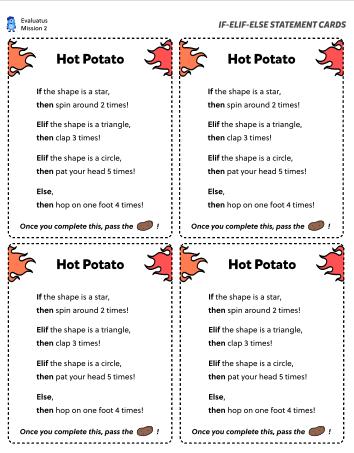
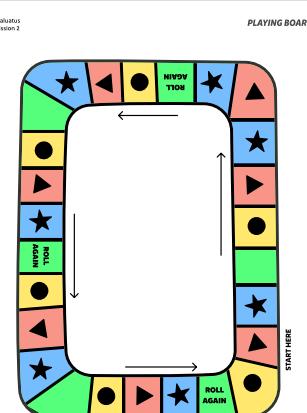
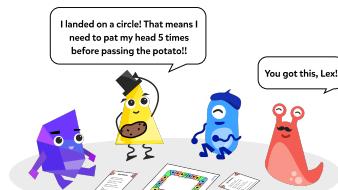
Conditional Hot Potato!

Materials

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

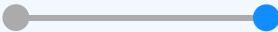
How to Play

- 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 one winner is remaining.

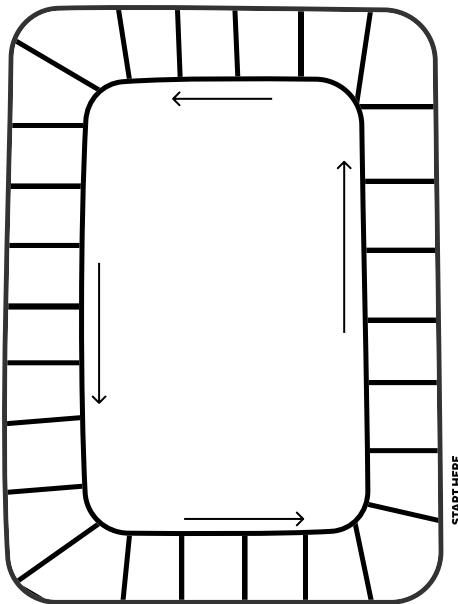


Educator Note

Each group will use one board template. Students may share the statement cards or have one for each group. It may be helpful for there to be one 'judge' of the game who ensures students accurately perform the actions they roll.



BLANK PLAYING BOARD



START HERE

BLANK IF-EIF-ELSE STATEMENT CARDS



If _____
then _____!

Elif _____
then _____!

Elif _____
then _____!

Else,
then _____!

Once you complete this, pass the 🥔 !



If _____
then _____!

Elif _____
then _____!

Elif _____
then _____!

Else,
then _____!

Once you complete this, pass the 🥔 !



If _____
then _____!

Elif _____
then _____!

Elif _____
then _____!

Else,
then _____!

Once you complete this, pass the 🥔 !



If _____
then _____!

Elif _____
then _____!

Elif _____
then _____!

Else,
then _____!

Once you complete this, pass the 🥔 !

Extension (optional)

Have students create their own Conditional Hot Potato game! Use the statement cards template and board template to create a personalized game.



Wrap up & reflect

Group students into pairs and have them discuss the following reflection questions. Afterwards, have students share their ideas as a class.

- When would we use elif statements? When would we use else statements?
Ex. We use elif statements when the first condition is false, but we want to do a specific action if a second condition is true. We use else statements when we want to do a specific action when all of the conditions beforehand are false.