



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

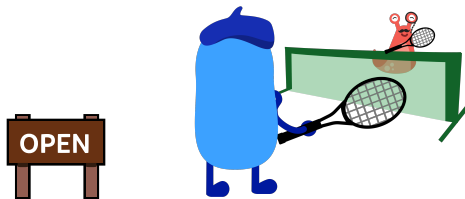
To recap, **if-then statements** are conditional statements used in computer science to perform an action when a condition is **true**. Let's revisit Ellis's schedule using if-then statements below!

Example:

If the Evaluatus park is open,
then Ellis will play tennis.

→ 1st condition

→ 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** perform an action when a condition is **false**.

Example:

If the Evaluatus park is open,
then Ellis will play tennis.

→ 1st condition

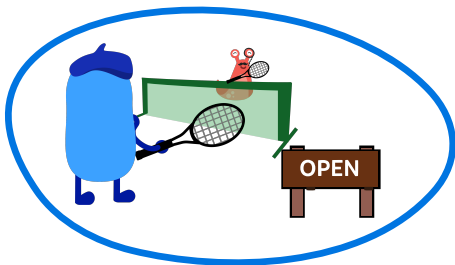
→ What Ellis will do if the 1st condition is **true**

Else,

then Ellis will play board games.

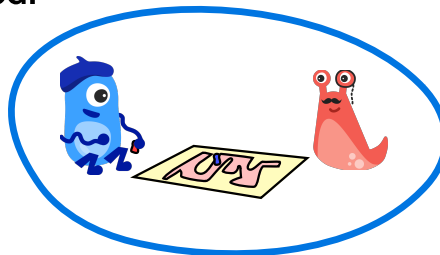
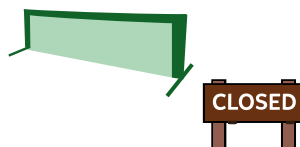
→ What Ellis will do if the previous condition is **false**

When Evaluatus Park is open:



In the picture above, the park is open, so our **condition** is **true**. As a result, Ellis will play tennis as instructed in the if statement and ignore what is written in the **else statement**.

When Evaluatus Park is closed:



Now, the park is closed, so our **condition** is **false**. As a result, Ellis will play board games as instructed in the **else statement**.

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

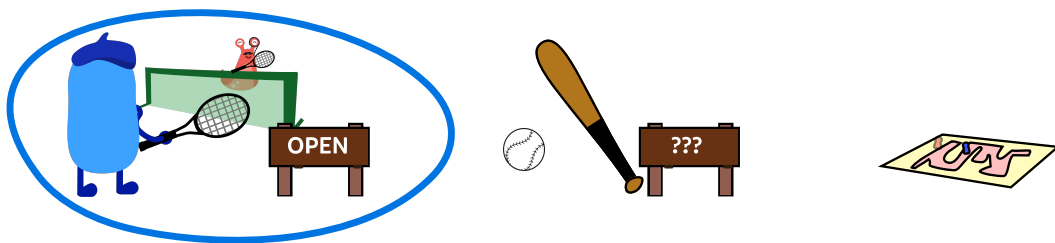
So far, we have instructions for what to do when a condition is true and when a condition is false. But what if we wanted to check for another condition if the original condition is false? For instance, if the Evaluatus park is closed, Ellis may want to check if the Evaluatus field is open to play baseball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

This is where else if statements come in! **Else if 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 |
| Else if 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 |

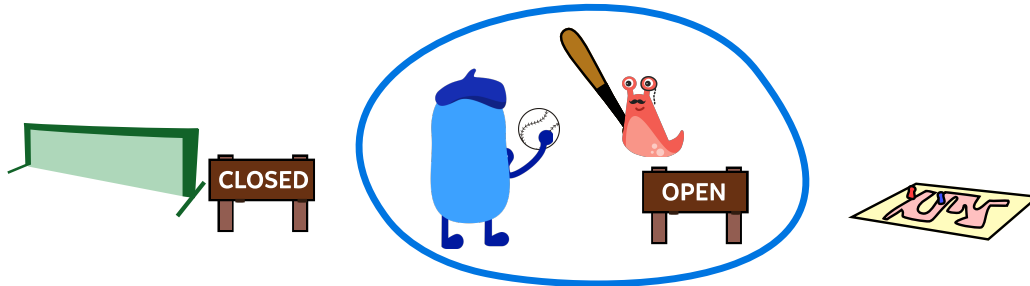
When Evaluatus Park is open:



The park is open, so our **1st condition** is **true**. 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 **else if 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 Evaluatus Park is closed and the Evaluatus field is open:

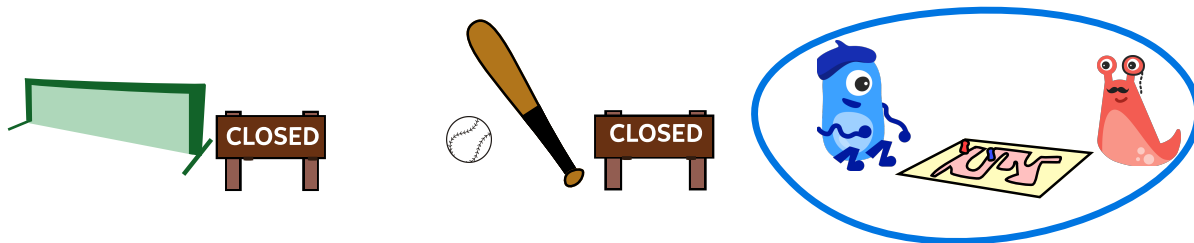


1st condition is **false**, since Evaluatus park is closed.

↓ Now we move to the else if statement!

2nd condition is **true**, since Evaluatus field is open. This means Ellis will play baseball.

When both the Evaluatus Park and the Evaluatus field are closed:



1st condition is **false**, since Evaluatus park is closed.

↓ Now we move to the else if statement!

2nd condition is **false**, since Evaluatus field is closed.



↓ Now we move to the else statement!

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



Conditional Hot Potato!

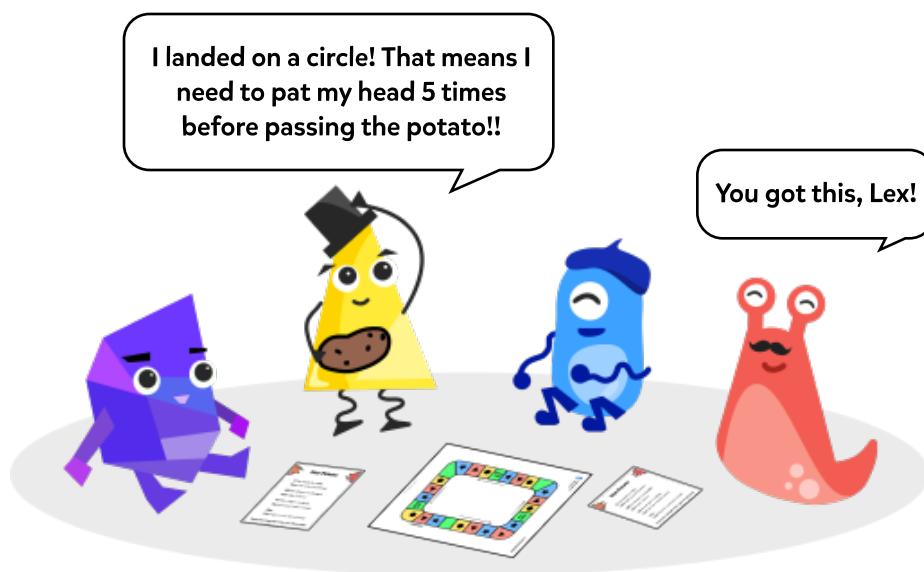
Materials

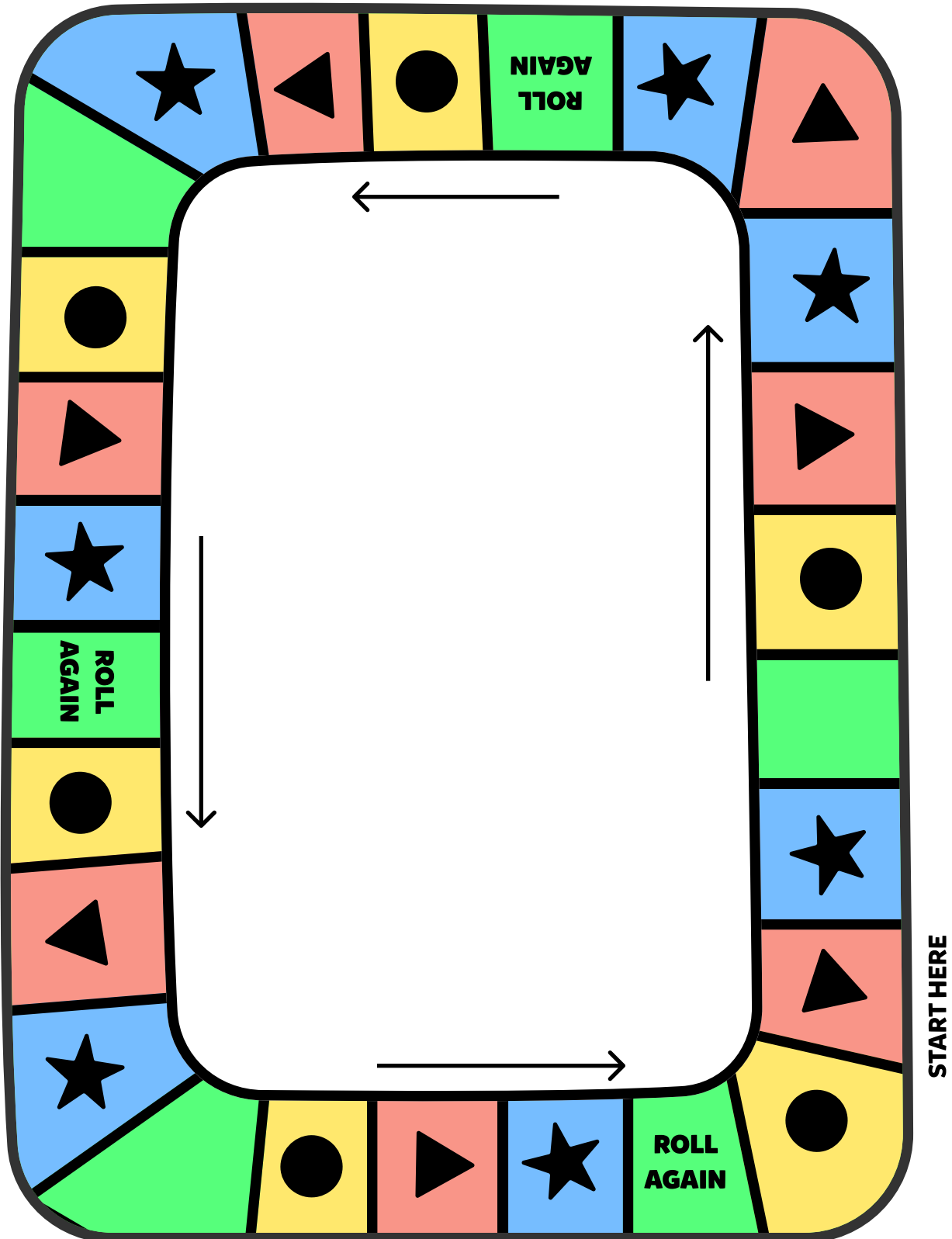
- Hot potato object 
- Tokens for each player (This will represent where you are on the board!)
- 1 die 

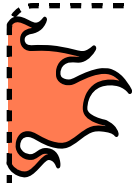


How to Play

- 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 one winner is remaining.







Hot Potato



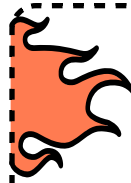
If the shape is a **star**,
then spin around 2 times!

Else if the shape is a triangle,
then clap 3 times!

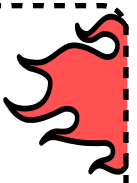
Else if the shape is a circle,
then pat your head 5 times!

Else,
then hop on one foot 4 times!

Once you complete this, pass the  !



Hot Potato



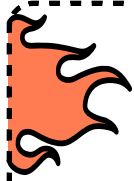
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Once you complete this, pass the  !



Hot Potato



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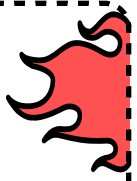
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Once you complete this, pass the  !



Hot Potato



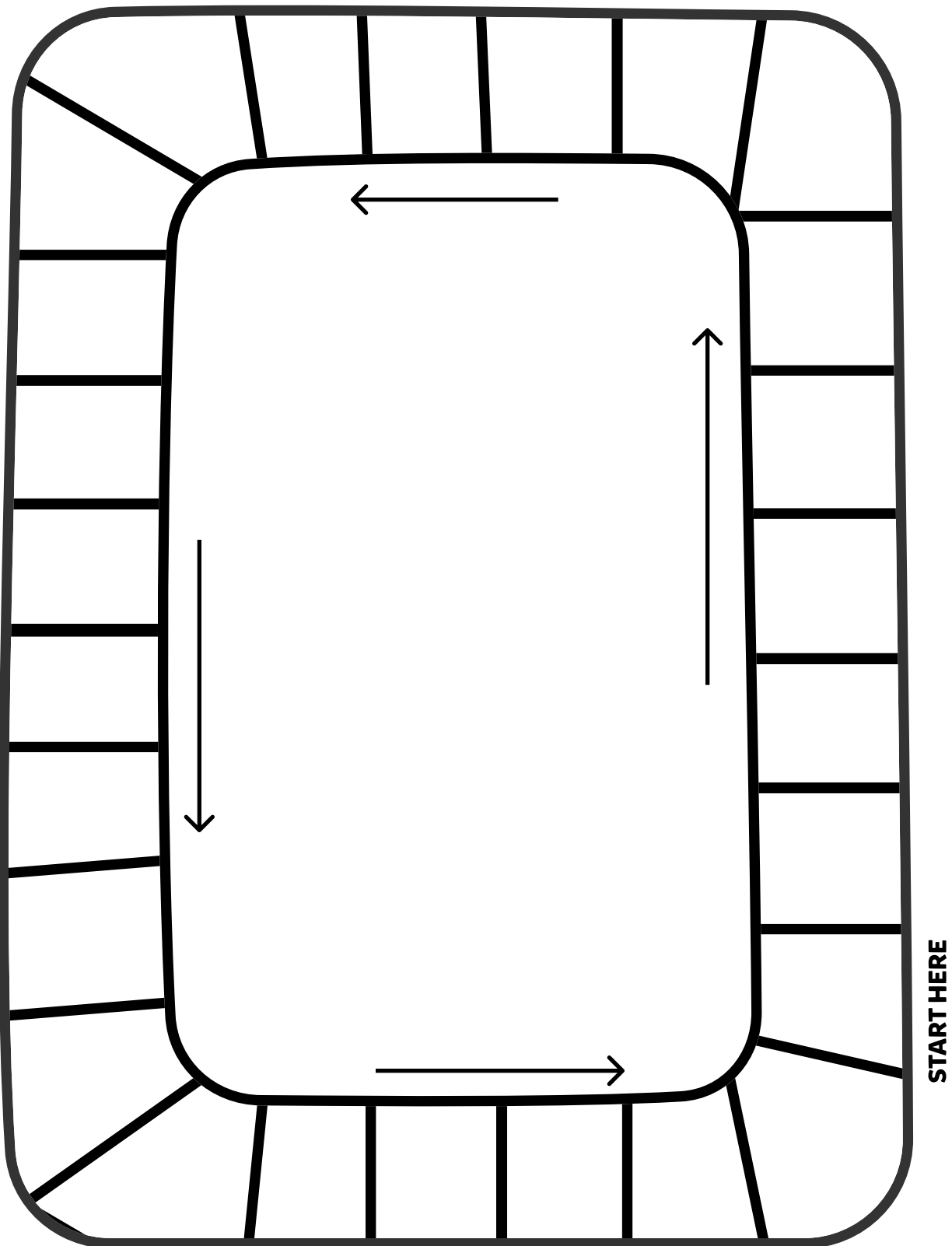
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Once you complete this, pass the  !







Hot Potato





If _____,
then _____!

Else if _____,
then _____!


Else if _____,
then _____!

Else,
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Once you complete this, pass the  !



Hot Potato





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Hot Potato





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Hot Potato




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Once you complete this, pass the  !