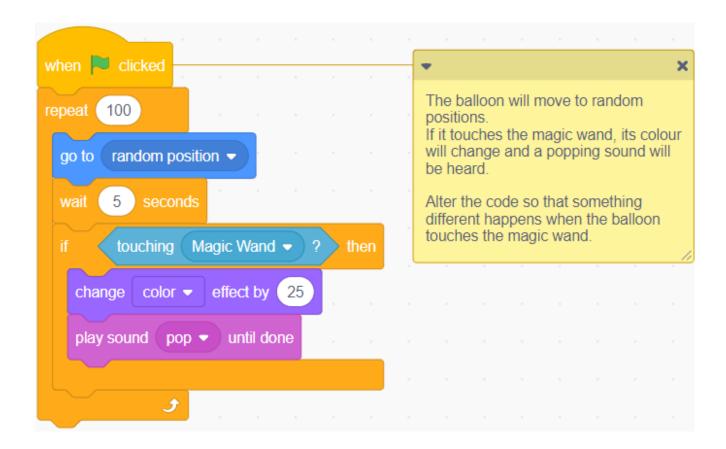Name_____ Date_____

(**Master 5a**) # Conditional Statement in Action

Check out this Scratch application that contains a simple conditional statement as a class. Click on the link to access the application.
https://scratch.mit.edu/projects/681175170/editor/

In this application, when the green flag is clicked to execute the code, a balloon moves to random positions around the stage. It does this 100 times, as the repeat is set to 100.

The conditional statement is inside of a repeated event, so we have something called a "nested event", where one event – a conditional statement - is inside of another – a repeat.

The balloon will move to random positions.
If it touches the magic wand, its colour will change and a popping sound will be heard.

Alter the code so that something different happens when the balloon touches the magic wand.

Name_____ Date_____

Conditional Statement in Action

Here is the conditional statement that we see in the Scratch code written in *pseudocode:

> **If the balloon is touching the magic wand then**
> > **the balloon will change colour**
> > **and a pop sound will be heard.**

*Pseudocode is often used by computer programmers when they plan out their code. It is an intermediary between everyday language and coding language.

1. How might you alter the code so that something different happens when the balloon touches the magic wand?

2. How else might you alter the code?