If/Then Backyard Coding Game

This activity introduces children to the **conditional statements** (If/Then Statements). A conditional statement tells the computer to execute a set of actions depending on a specific event.

The objective of the game is to follow the programmer's instructions and perform a particular task.

Materials Needed

A backyard or playground

A group of students

How to Play

For every round, one child is the Programmer and everyone else are the Computers. The Programmer stands in front of the Computers and gives them commands: "**If** I _____ (fill in the blank), **Then** you _____ (fill in the blank)." For example, the Programmer gave the command "**If** I turn in a circle, **Then** you turn in a circle." Or he/she can give challenging instructions like "**If** I touch my nose, **Then** you touch your legs."

Photo by Left Brain Craft Brain

This Game can be played in different sets of rounds, such as three rounds per child. Everyone can be a programmer during their turn.