

Blocks 2: If/Then, Else



Learn your first "if/then, else" condition by building a fun game where you will be throwing Sphero and guessing animal sounds.

Tags: block coding if then, else loop forever

Grades: 3 to 8 | **Duration:** 1/2 Hour - 1 Hour

Step #1: Setup

1. Charge your robot.
2. Download and sign in to the app.
3. Download or print the attached "Animal Sounds" doc.
4. Complete or answer the questions for each step.

Attachments: [Toss Game.pdf](#)

Step #2: Introduction

Design your own "Toss game" to see what else your robot can do besides roll.

YouTube video: <https://youtu.be/8HnoIO64yvs>

Step #3: Initial Logic

Write the initial logic for the game.

YouTube video: <https://youtu.be/v6PQkdqgeKg>

Step #4: If/Then, Else

Setup the If/Then, Else structure for the 2 conditions of the game.

YouTube video: <https://youtu.be/cyadLbhkGJU>

Step #5: Animals Roar

Add the logic for a random animal sound to play when Sphero is tossed, and for Sphero to stay quiet when it's not being tossed.

YouTube video: <https://youtu.be/HPqhW8Yr5aA>

Step #6: Play The Toss Game

Now you get to play the game!

YouTube video: https://youtu.be/-45fKUB_MXQ

Step #7: Take A Video

Learn how to take a video when your program is running to record the fun game you built.

YouTube video: <https://youtu.be/SE1VbrA3Yi0>



This project was developed by Sphero® and is featured on MakerHub with their permission. For more makerspace projects, visit makerhub.demco.com.