STUDYZONE TV

Name:_____   Date:_____

Scan the code or use the lesson ID to access this lesson online.

I can use logical operators to make more complicated decisions

LessonID: 187

Logical operators are used alongside IF statements to help us make more complicated decisions.

We should use the term **TRUE** to show a condition is met, causing the code to run, and **FALSE** to show a condition was not met, so the code doesn't run. Recreate each of the programs below, then record what you had to do to make the code run.

when 🚩 clicked

forever
  ask What's 2 x 6? and wait
  if answer = [ ] then
    say Correct. Well done! for 2 secs

Write the missing number

To make the condition TRUE I needed to: ....
....
....

when 🚩 clicked

forever
  if touching edge ? and key space pressed? then
    say Hello! for 2 secs

To make the condition TRUE I needed to: ....
....
....

when 🚩 clicked

forever
  if touching mouse-pointer ? or key space pressed? then
    say Hello! for 2 secs

To make the condition TRUE I needed to: ....
....
....

when 🚩 clicked

forever
  if not key space pressed? then
    say Please press the space key. for 2 secs

To make the condition TRUE I needed to: ....
....
....