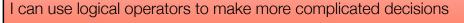


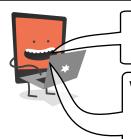
Scan the code or use the lesson ID to access this lesson online.



Name:_____ Date:____

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 Write the missing number ask What's 2 x 6? and wait if answer = then say Correct. Well done! for 2 secs
```

```
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:
```

```
forever

if touching mouse-pointer ? or key space pressed? then

say Hello! for 2 secs
```

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

```
forever

if not key space pressed? then

say Please press the space key. for 2 secs
```

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