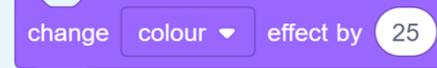
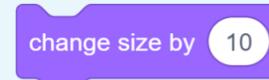


Before leaving home in the morning Giraffe peers out the window to check the weather. If it is raining then she takes her umbrella:



Giraffe's morning routine changes if it's raining outside:



Glossary:

- **Sprite** - the image on a scratch computer program screen. Every Scratch program is made up of sprite blocks.
- **Blocks** - puzzle piece shapes that are used to create code in Scratch.
- **Loop** - a block that wraps around other blocks so that it is repeated.
- **Selection** - is a computational decision
- **Condition** - statements that only run under certain conditions (e.g. IF...THEN...ELSE)
- **Program** - a sequence of instructions that a computer can interpret.
- **Debug** - detecting and removing existing and potential errors.

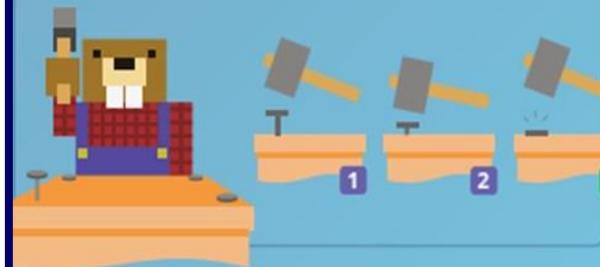
Condition: if space bar is pressed



Action: to be carried out when the condition is true

Conditional Loops

While the nail below is still raised Beaver must hammer it until it is all the way in.



If Beaver continued to hit the nail after it was in there could be trouble...



Conditional Loops repeat until a certain condition is met. Here the condition is until the nail is in. So for Beaver's nail problem our loop is:



Sticky Knowledge:

- To know conditions in computing allow the program to flow in different directions.
- To know a loop can be stopped when a condition is met.

