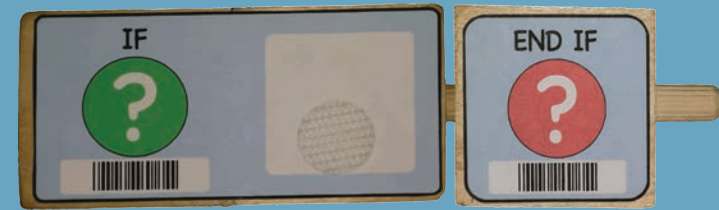


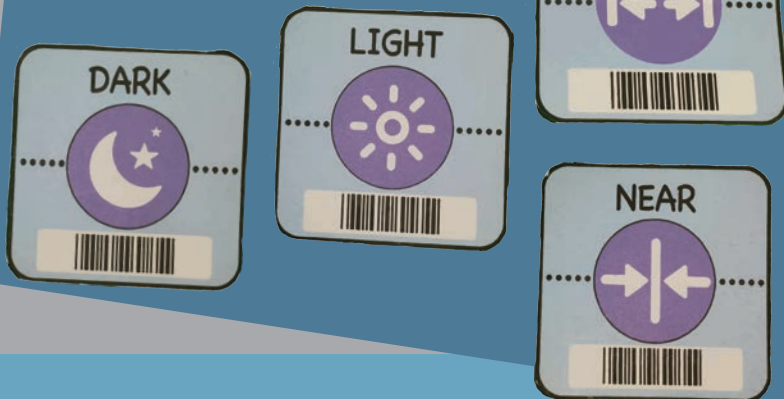
# I. Using IF Statements



IF Statements allow KIBO to make choices based on what it can sense, just like you can!

You can place segments of your code inside of IF Statements, and KIBO will only use them if the condition is true. Don't forget your END IF block.

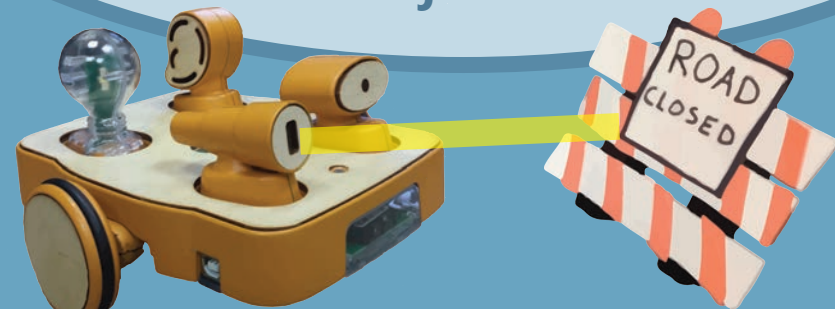
Use these 4 parameter cards with your If Statements. Remember to attach the appropriate sensors.



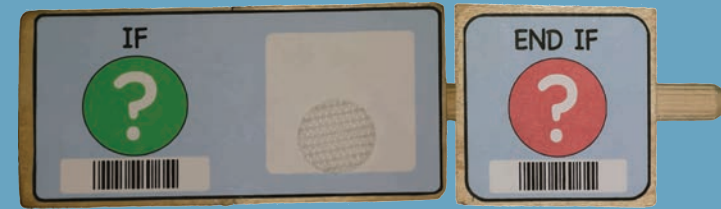
Try it out! Attach a Distance Sensor to your KIBO and scan this code.



Place your KIBO far from an object and press KIBO's button! Does anything happen? Why? What happens when you place the KIBO near the object instead?

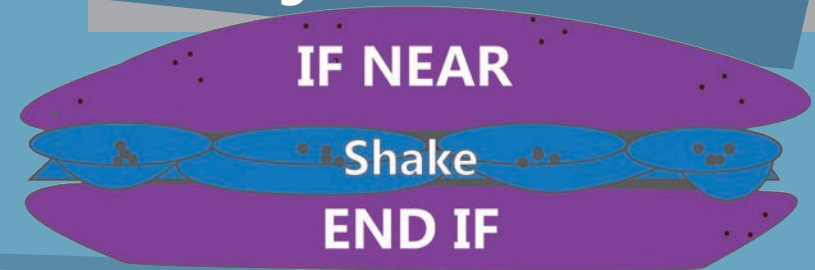


## II. Using IF Statements



The IF Statement gives KIBO a choice about what to do. Programming blocks that you place before or after the IF Statement will be executed no matter what.

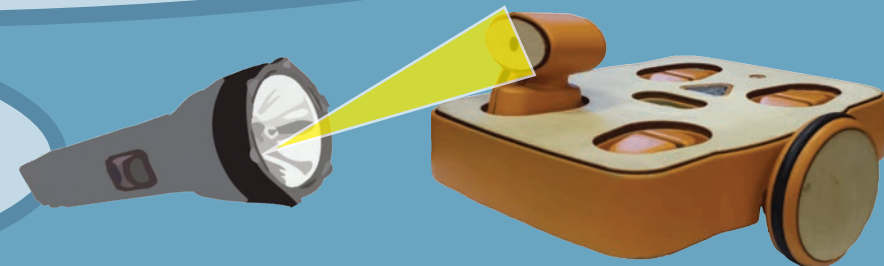
IF Statements make sandwiches just like REPEAT Loops. Don't forget to use END IF.



Attach a Light Sensor to your KIBO, grab a flashlight, and scan this code.



Shine your light on KIBO's Light Sensor and press KIBO's button! What happens? Why? Turn off the flashlight and try again. Does KIBO still sing?



# If Statement: Activity 1

Scared of the dark!  
Your KIBO loves  
to play during the day  
but is afraid  
of the dark at  
night.

First, decorate your KIBO to look  
just like you!

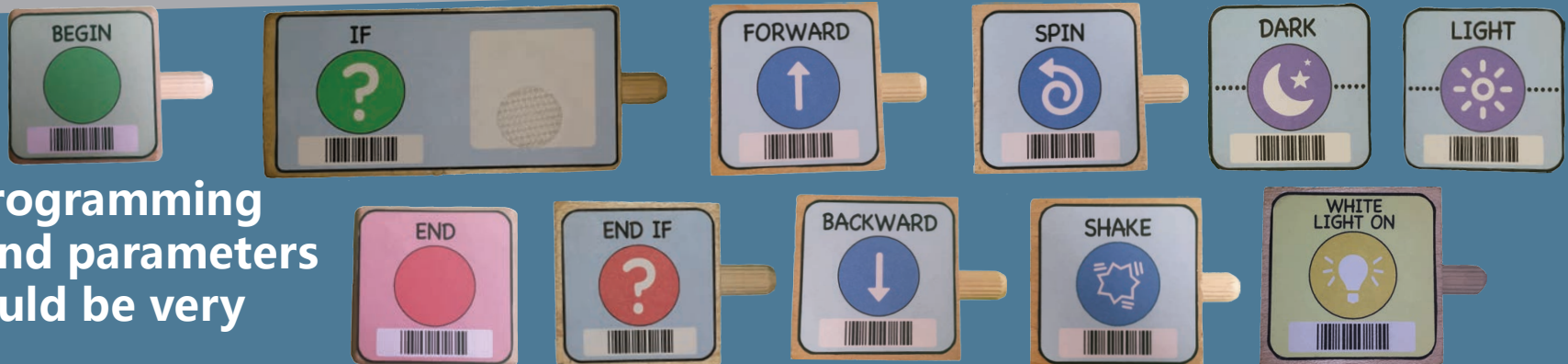
Next, use a flashlight, programming  
blocks, and IF Statements to make  
your KIBO play if it is bright, or act  
scared if it is dark.

What does your KIBO like  
to do in the light?  
What will your KIBO do if it  
is in the dark?



**HINT:**

These programming  
blocks and parameters  
cards could be very  
useful.



# IF Statement: Activity 2

Saying Hello!  
Your KIBO friend  
gets excited when  
you are near!

First, decorate your  
KIBO to look like your  
friend or pet.

Next, use programming  
blocks and IF  
Statements to make  
your KIBO excited if you  
are near, or sad if you  
are far away.

Wave your  
hand in front of the  
Distance Sensor to tell  
KIBO you are there. How  
will your friend say hello?



HINT:

These programming  
blocks and parameters  
cards could be very  
useful.

