

## Adding Conditionals (If/Then) To The “Healthy Food” Variable Program

### “Healthy Hannah & Healthy Food” Grade Sheet – ( 35 pts.)

**Goal:** You will develop your coding skills by applying “If/Then” statements to the “Healthy Foods” program you previously created.

**Go to the class site and View the Model: “Variables&Conditions\_HealthyFood” And This Grade Sheet.**

The original program you created introduced the concept of Variables to you and had you added a point for each healthy food you selected and subtracted a point for each unhealthy food you selected.

Go to the “Healthy Foods” program you created in Scratch. “Save a Copy” of the “Healthy Foods” program. Title the copy: “Healthy Hannah_Conditionals & Variables.” To save time, you will edit this program to reach the desired outcome.	5pts
1. Create a ‘Variable’ and name it, “Healthy Food Rewards.” A Green Flag will start the program and ‘Set’ this Variable to ‘0’.	5pts
2. If the individual’s healthy selections are greater than 3, then a dialogue box will appear next to Hannah stating, “You have made some very healthy choices.” You must use an “If/Then” statement.	5pts
3. If the individual’s food choices are poor and reach -3, then a dialogue box will appear next to Hannah stating, “You have made some very poor eating choices.” You must use an “If/Then” statement.	5pts
4. When the counter reaches -3, the Backdrop will change and you will see the Hannah standing in front of an ambulance. (“Broadcasting!”)	5pts
5. The food will not be visible when the ambulance appears.	5pts
<b>Helpful Hint:</b> Place your “If/Then” statements in a “Forever” loop in order to get Hannah’s comments to appear.	5pts

