**WALT: Use conditional statements if, else if (elif) and else**

The concepts covered in this lesson underpin programming computer games as well as simple forms of artificial intelligence.

Explain that we are going to write a short piece of code using conditional statements and comparison operators.

**Class demonstration**

Use the following code as an example:



We have declared two variables – name and feeling. Since we have several options in our menu of feelings, we then use another conditional statement called ‘else if’ (written in code as elif). Note that a single equals sign (=) is used to declare variables, whereas a double equals sign (==) is used to provide a different response for the other feelings.

**Independent work:**

Can you program a Spanish dictionary that provides the user with a range of English words to choose from and returns the translation in Spanish?

Start children off with an example dictionary:



For lower ability children, give them a print out of the full solution to follow.

Solution:



As an extension, children can be asked to complete a different Spanish dictionary or simply add more words to the animal dictionary.