Name:	
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Scratch Conditionals

A condition is something that is either true or false.

In Scratch, conditions have angled edges, like this: mouse down?

There are some in the *Sensing* area and some in *Numbers*. Here are some examples:

is a true condition.
is a true condition for all values of x that are greater than 0.
is a condition that may evaluate to true or false, depending on x.
Conditionals can also be combined using and or or or, and negated using not.

Are the following conditionals (yes or no)?

	Conditional?
key Space pressed?	
✓ > 10	
X > 10) or X < -10	
×	
move 10 steps	
x position v of Sprite1 v	
not touching mouse-pointer ?	
wait 1 secs	

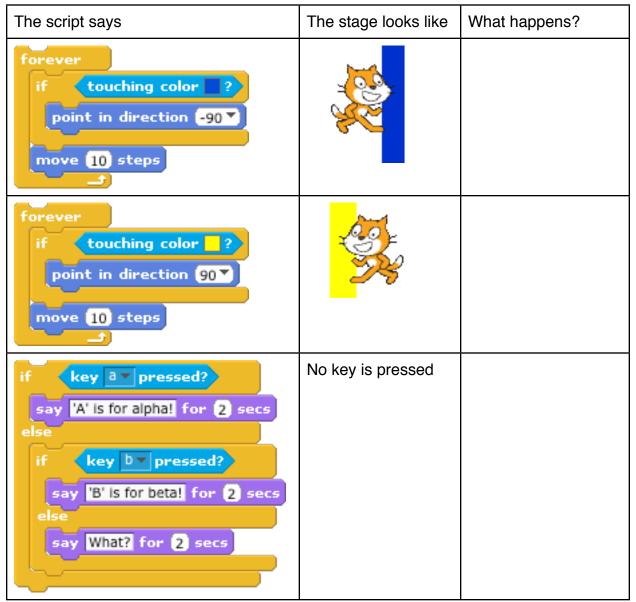
Conditionals are in every piece of software you use. Try to guess some of the conditionals your favorite programs have:

Program	Conditional

Name:	
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Conditional control: A **conditional control block** is a control block that uses a condition to determine when to run its body. The blocks inside the conditional control will only run if the condition is true. Conditional control blocks have a hole with angled edges:





Once you have answered the questions above, write a program that makes a ball bounce back and forth between bars of two colors on either side of the screen. Create a new sprite for each bar. Can you create a pong game? When the ball hits a paddle, make it turn by 180 degrees.