

# CONDITIONALS

IF/THEN/ELSE STORYTIME FOR PRESCHOOLERS

## OVERVIEW

STORYTIME ELEMENT	COMMENT
<b>Opening Song</b>	Use the same song every time.
<b>Introduction</b>	Today's storytime is conditionals or if/then/else statements. This is how a computer programmer tells a program how to make a choice between two or more options.
<b>Letter of Day:</b> "W, W"	W is for weather, wind, warm, wool
<b>Book 1:</b> "A Good Day for a Hat" Written by T. Nat Fuller, Illustrated by Rob Hodgson	Mr. Brown has the perfect hat for every occasion, and he'll need all of them because every time he steps outside his door, he encounters a new situation.
<b>Activity:</b> Which Hat?	Gather a variety of hats and have the children each choose one. Talk about when you would wear each hat.
<b>Book 2:</b> "If You Give a Mouse a Cookie" Written by Laura Numeroff, Illustrated by Felicia Bond	This book shows all the things that can go wrong when you make the choice to give a mouse a cookie.
<b>Song:</b> "If You're Happy and You Know It"	Sing "If You're Happy and You Know It," along with the traditional actions (clap hands, stomp feet, shout hooray), and then make up new actions (wave elbows, pat knees, blow a kiss).
<b>Book 3:</b> "Hello World! Weather" Written and Illustrated by Jill McDonald	This book shows that as the weather changes, so do our choices about what to wear. As you cycle through the seasons of the year, talk about what kids are wearing today, and what they would wear during a different season.
<b>Writing Activity:</b> Flow Chart of Choices	Draw a flow chart that describes different choices that kids could make. Give them a simple question to start.
<b>Closing Comment</b>	Today we talked about different ways to make choices. Remember to help your children develop their computer science skills by letting them make choices and use the words "If," "Then" and "Else."
<b>Closing Song</b>	Use the same song every time.
<b>Extension Activity:</b> Dramatic Play	Set up an area for dramatic play that has a lot of costumes and props.

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### OPENING SONG

Use the same opening song during each storytime so that families know what to expect. Consistent elements of your storytime create an environment where kids know the rules (or the code!) for your program.

### INTRODUCTION

Welcome to storytime! Today's storytime is conditionals or if/then/else statements. This is how a computer programmer tells a program how to make a choice between two or more options. We use conditionals every day to help children learn how to navigate their world: "If you leave the room, then you turn the light off" or "If you behave in the grocery store, then you may have a cookie." You can help children learn computer science by framing choices as conditionals and using if/then statements. Have them practice making choices. Use the words **if, then, else**.

### LETTER OF THE DAY: W

Our letter of the day is "W". What sound does "W" make? *Show an upper-case and lower-case "W."* **Ask:** Do they look the same? Do they sound the same? What are some words that begin with "W"? *Write down some of the words they suggest and include the word Weather."*

**Say:** During today's storytime, we will talk about conditionals, or if/then/else statements. This is how a computer scientist tells a program to make a choice between two or more options. Today, we'll talk about different opportunities for children to make choices based on changing conditions.

### BOOK 1: "A GOOD DAY FOR A HAT"

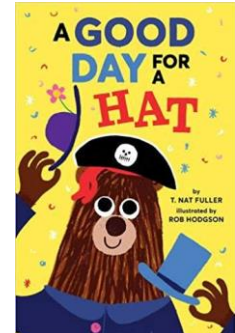
WRITTEN BY T. NAT FULLER, ILLUSTRATED BY ROB HODGSON

Mr. Brown has the perfect hat for every occasion, and he'll need all of them because every time he steps outside his door, he encounters a new situation. This book is a great way to introduce children to the concept of conditionals – as the conditions change outside his house, Mr. Brown must make a choice about a new hat to wear.

**Say to Caregivers:** This book gave us great examples of making a choice based on the conditions outside, and illustrates the concept of conditionals or if/then/else statements.

### ACTIVITY: WHICH HAT?

Gather a variety of hats and have the children each choose one. Talk about when you would wear each hat.

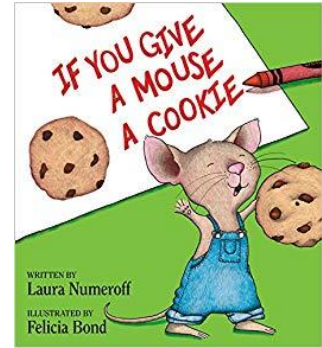


## BOOK 2: "IF YOU GIVE A MOUSE A COOKIE"

WRITTEN BY LAURA NUMEROFF, ILLUSTRATED BY FELICIA BOND

This book shows all the things that can go wrong when you make the choice to give a mouse a cookie.

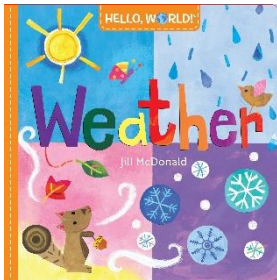
**Say to Caregivers:** Sometimes it's fun to think about what would happen if we did something unexpected – like give a mouse a cookie. Playing "what if" games with children can help them understand the concept of if/then/else statements in computer science.



## SONG: "IF YOU'RE HAPPY AND YOU KNOW IT"

Sing "If You're Happy and You Know It," along with the traditional actions (clap hands, stomp feet, shout hooray), and then make up new actions (wave elbows, pat knees, blow a kiss).

## BOOK 3: "HELLO, WORLD! WEATHER"



WRITTEN AND ILLUSTRATED BY JILL McDONALD

This book shows that as the weather changes, so do our choices about what to wear. As you cycle through the seasons of the year, talk about what kids are wearing today, and what they would wear during a different season.

**Say to Caregivers:** Talking about the weather is a great way to introduce the concept of conditionals – as weather conditions change, so do our choices about what to wear.

## WRITING ACTIVITY: FLOW CHART OF CHOICES

On a large piece of paper or a white board, write out a simple question whose answer has two choices. One example would be: "Would you like to read a book?" Draw a line to a "yes" answer and another line to a "no" answer. Under the "yes" answer, draw another line to "choose a book to read" (or draw a picture of a child choosing a book). Under the "no" answer, draw a line to a different activity that the kids want to do instead (like dance or play with toys). You can do lots of different variations on the idea of a flow chart or decision tree, and it's a great way to illustrate the concept of conditionals.

## CLOSING COMMENT

A computer scientist tells a program how to make a choice between two or more options by using if/then/else statements, or conditionals. You can help your child develop this skill by letting them make choices and using the words "if," "then" and "else." You can also talk about the weather and the different clothing choices you would make based on weather conditions. It's also fun to draw or write out different choices during daily activities.

## CLOSING SONG

Just as with your opening song, use the same closing song during each storytime so that families know what to expect. Consistent elements of your storytime create an environment where kids know the rules (or the code!) for your program.

### **EXTENSION ACTIVITY: DRAMATIC PLAY**

Set up an area for dramatic play that has a lot of costumes and props. As children interact with the items, they will make choices about what they will wear, what their pretend story is, and how they will work together. Not only does this give them the chance to practice making choices, it also promotes executive function and builds social-emotional skills.