

## If-Then Action Cards Activity



### Materials Needed:

- Scissors
- Paper or card stock
- Markers or crayons  
(optional for decorating)

### Objective:

Help children understand conditionals by connecting a simple condition (“if”) to a matching action (“then”). This builds foundational logic skills used in coding.

### Instructions

- » Print and cut out the cards below. Each one has a condition and an action.
- » Shuffle the cards and place them face down.
- » On each turn, a player draws a card and reads it aloud.
- » If the condition applies to them (or the group), they perform the action.
- » Continue until all cards have been used or the group is ready to stop.

### Extension Ideas

Introduce “Else” rules for older students on separate index cards.

Example:

*If you like dogs, Then bark like a dog. Else, meow like a cat.*

| IF                               | THEN                             |
|----------------------------------|----------------------------------|
| If you are wearing red           | Then jump 3 times                |
| If your name starts with a vowel | Then spin in a circle            |
| If today is a weekday            | Then clap 4 times                |
| If it is raining outside         | Then pretend to swim             |
| If you like pizza                | Then touch your toes             |
| If you can count to 10           | Then hop on one foot             |
| If you have a pet                | Then Wave both hands             |
| If you brushed your teeth today  | Then Stand like a superhero      |
| If you are sitting               | Then say “Beep boop I’m a robot” |
| If you are smiling               | Then wiggle your fingers         |