



Potato King Says If-Else

STORY

Potato King needs to set sail soon and needs to test the loyalty of his crew. He decides to see how well his crew can follow instructions with a little game of Simon Says.

WHAT YOU NEED

- Someone as Potato King
- Remaining children as crew

INFORMATION

Target Age : 3 - 6

Time Required : 15 - 30 mins

Skills learnt : If-Else Conditional, Critical Thinking

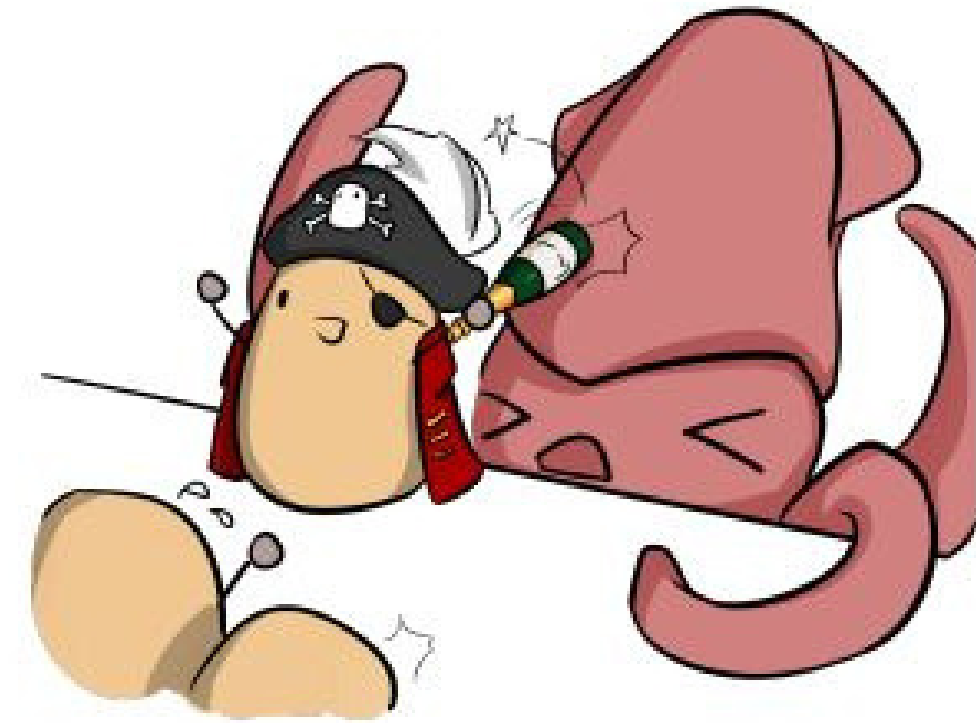
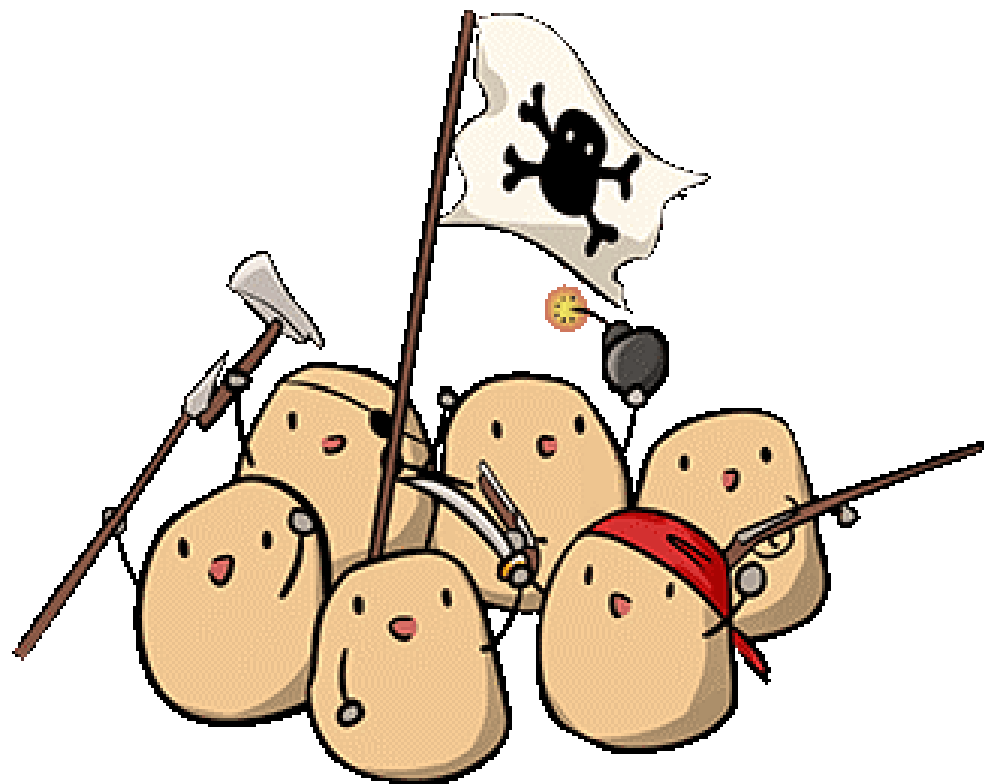
WIN

Only one crew member remains.

GAME PLAY

1. Potato King gives orders

- Potato King thinks of an action he/she will do
- He/she gives orders in the format "If I _____, then everyone _____. Else, everyone _____."



2. Crew follows orders

- Potato King does an action as stated in the orders
- Based on what Potato King did, crew members all do the respective action
- Those who do the wrong action are out