Coding Die	Grade 3: Forces Causing Movement

Handout: If Then Statements

2	IF you roll a 2 └→ THEN *change position* and go back to the START square.
3	IF you roll a 3 └→ THEN *speed* your way through and move your token 2 spaces.
4	IF you roll a 4 └→ THEN *push* your token 1 space (up, down, left or right).
5	IF you roll a 5 └→ THEN *friction* stops you from moving. Roll again.
6	IF you roll a 6 └→ THEN *pull* your token 1 space diagonally.
7	IF you roll a 7 └→ THEN *push* your token 1 space (up, down, left or right).
8	IF you roll an 8 └→ THEN your token is *repelled* by grey squares. Move 2 steps away from any of the grey squares.
9	IF you roll a 9 └→ THEN the START square *attracts* your token. Move 3 steps in the START square direction.
10	IF you roll a 10 └→ THEN *magnetism* pulls your token to the nearest black square.
11	IF you roll a 11 └→ THEN *gravity* if your friend. Move 3 spaces in any direction.
12	IF you roll a 12 └→ THEN *pull* your token 1 space diagonally.

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START

FINISH