

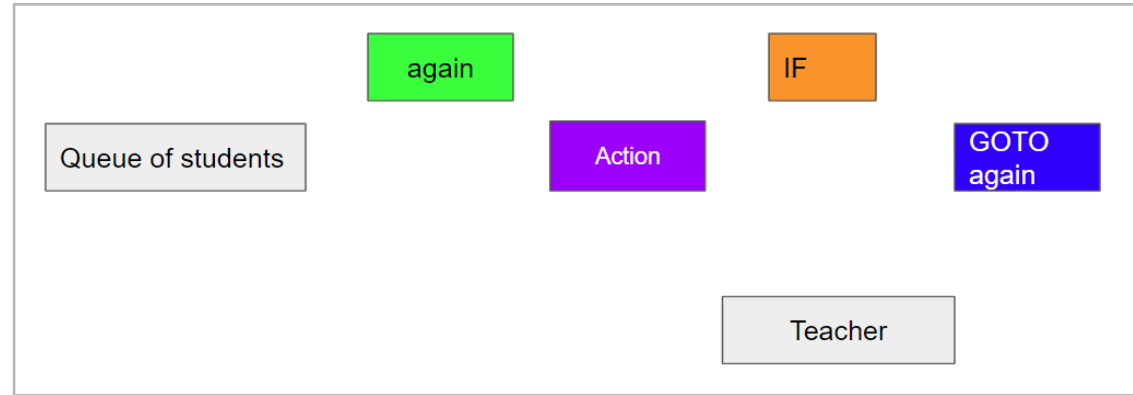
Student Queue Activity # 2

GOTO Statements



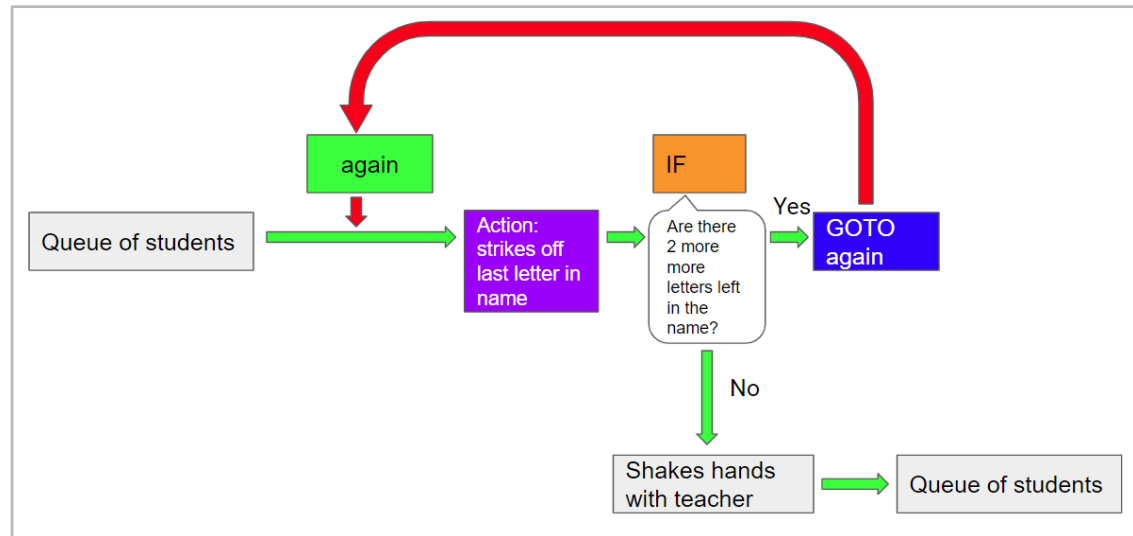
Set up:

- 1) Select 1 student. Call him/her "again"
- 2) Select 1 student. Call him/her "action". This student will need a pen.
- 3) Select 1 student. Call him/her "IF"
- 4) Select 1 student. Call him/her "GOTO again"
- 5) Every other student writes their first name on a card and lines up in a queue
- 6) Organise the students and teacher per the diagram to the right



Activity:

- 1) One at a time, each student in the queue steps up to action
- 2) action strikes off the last letter of their name on the card and sends the student to IF
- 3) IF secretly checks to see if there are 2 or more letters left in the name on the card (**DO NOT TELL the other students what IF is doing!**).
 - If there are 2 or more letters:
 - a) IF sends the student to Goto again
 - If there are less than 2 letters:
 - b) IF sends the student to the teacher.
- 4) Goto again sends the students to again
- 5) again gets the student to join the queue to step up to action
- 6) The teacher shakes the student's hand
- 7) The student queues behind the teacher



Reflection:

- 1) By looking at the final queue of the students and the names left on their cards, can we tell what this 'program' was trying to do?

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