Red Light/Green Light — Optional Unplugged Activity (allow 15 — 20 minutes)

In this game, one person is the "stop light" or is "it", and the rest of the students try to touch him/her.

At the start, all the students form a line about 15 feet away from the "stop light" or "it".

The "stop light" faces away from the line of students and says "green light". At this point the students are allowed to move towards the "stop light".

At any point, the "stop light" may say, "Red light" and turn around. If "it" sees any of the students moving after this has occurred, they must return to the start line.

Play resumes when the "stop light" turns back around and says, "Green light."

The first player to touch the "stop light" wins the game and earns the right to be "stop light" for the next game.

Relate to Scratch:

In this game, when "it" says, "Green light" students run or walk. "Green light" is an indicator that something will happen. Students run or walk.

In the Scratch activity, "When this sprite is clicked" is an indicator that something will happen. The sprite "says" something.

Red Light/Green Light can also be used to explain conditionals. **If** "it" says, "Green light", **then** students may move. **If** "it" says, "Red light", **then** students must stop. **If** students do not stop fast enough, **then** they are out.