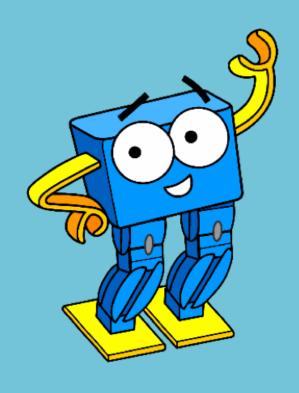
STUDENT WORKBOOK



DECISION MAKING USING PYTHON

STUDENT NAME

WORD BANK

WORDS TO REMEMBER!

WORD	DEFINITION
Chatbot	
Variables	
String	
If Statement	
Logic Operator	
Parameter	

LESSON 1 GETTING USER INPUT

1	Write down your own definition of a <i>chatbot</i>	
		\neg
E	xamples of where chatbots may be used	

Use the space below to plan out what your chatbot is going to say and do

Think about what **movements** Marty will do and **timing** prompts and moves

Sequence of	Events:

Moves to Include:

Challenges Overcome:

After asking classmates to test your chatbot, they should leave a comment below

Feedback & Comme	ts:	

4 Complete today's reflection

One thing I enjoyed

What I found challenging



1	List ideas to improve your chatbot
	Discuss in groups different ways to improve your chatbots
2	Describe an <i>if statement</i> in 6 words

Try thinking up some more examples of *if statements*One has already been completed for you

IF	there	is	a	green	man	THEN	it	is	safe	to	cross	the	road

Complete today's reflection

One thing I enjoyed

4

One thing I want to spend more time looking into

One thing I want to include in my chatbot next time

LESSON 3 VALIDATING USER INPUT

1 Examples of validating user input/data

Think of different scenarios/situations where data/information needs validated

Information Validation Examples

- Checking someone's age at a cinema
- •
- •
- •
- •
- •
- •
- •
- •

2 Fill in the blanks

Select the right logic operator based on the scenario below

IF October

THEN you will not find pumpkins in the shop

IF score >= 60
score < 70
THEN the student got a
B

IF today is Saturday

today is

Sunday

THEN it is the weekend

One thing I didn't understand

One thing I want to look at more next time

LESSON 4 PROCESSING COMPLEX USER INPUT

1 Fill in the blanks

Use the MartyPy documentation to fill in what *parameters* are needed for these Marty movements

marty.walk()
marty.lean()
marty.sidestep()
marty.kick()

One thing I'm proud of in my chatbot

One challenge that I tackled

