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Welcome to the Girls Who Code Newsletter!

Spring Break Edition - Monday, April 6

Today's
Inspirational Woman

Ayanna Howard

by Kim A.

Ayanna Howard is a rocket scientist, roboticist, and professor. She uses technology for social good and to make the world a better place. With computer programming, she makes robots for space that were used to explore Mars and robots for health care to help children with special needs.

CLICK HERE TO WATCH A VIDEO ON AYANNA HOWARD

Today's
Activity

If-Then Coding Game

This game teaches you how a computer works, but you don't need a computer to play. You will learn about the **If-Then statement**, which is a big part of computer programming. It is called a conditional statement, and it tells a computer program to do something if one condition exists.

Here is how you play the game:

To play, one person is the Programmer and everyone else is a Computer. You can play this with as many people as you want! It is like Simon Says with a coding twist!

The programmer stands in front of the Computers and gives them a command. The command is "If I _____ (fill in the blank), then you _____ (fill in the blank). For example, "If I touch the ground, then you touch the ground."

Here are some variations depending on how challenging you want the game to be:

- *If I Do This, Then You Do This* - the Programmer and Computers do the same action. (For example, the Programmer commands, "If I turn in a circle, then you touch the ground.")

- *If I Do This, Then You Do That* - the Programmer and Computers do different actions. (For example, the Programmer commands, "If I turn in a circle, then you touch the ground.")

- *If I Do This, Then You Do That, Else You Do Something Else* - the Programmer and Computers do different actions, unless the programmer doesn't do the action. In that case, the Computers do something else. (For example, the Programmer commands "If I raise my right arm, then you raise your left arm, else raise your right foot.")

- *If-Then-Else Speed Round with Eliminations* - the Computers "break" and sit down when they don't follow commands correctly. The last Computer standing wins.

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Today's
Travel Experience

The International Space Station (ISS)

by Mellissa C.

Have you ever wondered what it's like to live in space? Watch American astronaut Sunita Williams take you on a tour around the International Space Station.

Fun facts about the International Space Station

★ launched in 1998
★ flies at about 17,000 miles per hour
★ orbits the Earth about once every 90 minutes
★ is powered by double-sided solar arrays

CLICK HERE TO TOUR THE INTERNATIONAL SPACE STATION

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