









ACTION CARDS

The symbols on Action Cards dictate the type of Number Cards (i.e. value and colour) that could be played to solve the programming problems on Action Cards.

Symbols on Action Cards	Type of Number Cards to be played	
	Value	Colour
	Any value (including Asterisk Card)	Any colour
	Only the value specified (including Asterisk Card)	Any colour
	Any value (including Asterisk Card)	One of the two colours specified
	Only one of the values specified (including Asterisk Card)	One of the two colours specified

Type of Action Card	Number of Number Cards to be played	Type of Number Cards to be played	
		Value	Colour
Introductory Pack			
Switch 	Only one	Only one of the values specified (including Asterisk Card)	Any colour
Condition 	Only one	Only one of the values that satisfies the condition (including Asterisk Card)	One of the two colours specified
Loop (For-Loop) 	Exact number specified on the card (two in this example)	Any value (including Asterisk Card)	One of the two colours specified
Data Structure (Array) 	No more than the number of card images on the card (one, two or three in this example)	Any value (including Asterisk Card)	One of the colours specified

Type of
Action Card

Number of Number
Cards to be played

Type of Number Cards to be played

Value

Colour

Advanced Pack

Loop
(While-Loop)



More than one (*more than one
Number Card* in each value and
colour specified could be played)

Only one of the values specified
(including Asterisk Card)

**One of the two
colours specified**

Data
Structure
(Dictionary)



More than one
(*only one Number Card* in each value
and colour specified could be played)

Only one of the values specified
(including Asterisk Card)

**One of the two
colours specified**

Function



More than one

Any value
(including Asterisk Card) as long as it
adds up to the value specified

Any colour



Only three

Any value
(including Asterisk Card) as long as it
satisfies the condition

**One of the
colours specified**