









# 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
	<b>Any value</b> (including Asterisk Card)	<b>Any colour</b>
	<b>Only the value specified</b> (including Asterisk Card)	<b>Any colour</b>
	<b>Any value</b> (including Asterisk Card)	<b>One of the two colours specified</b>
	<b>Only one of the values specified</b> (including Asterisk Card)	<b>One of the two colours specified</b>

Type of Action Card	Number of Number Cards to be played	Type of Number Cards to be played	
		Value	Colour
<b>Introductory Pack</b>			
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) 

**One or more** (*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) 

**One or more**  
(*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  
Any colour**

Function  


**One or more**

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



**Only three**

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

**One of the  
colours specified**