E 1.3 Dance Machine Dash!

Assign

DESCRIPTION	In this challenge card, students will be familiarized with the advanced concept of loops in programming. Students will be required to use several "Repeat until" blocks to help Dash perform its dance until the trigger event is executed.
OBJECTIVES	Students will be able to understand the advanced concept of loops in programming. They will use several "Repeat until" coding blocks to help Dash stay away from the crowded dance floor and do its moves until the trigger event is executed.
CODING SKILL	Loops
MATH DOMAIN	Loops
MATERIALS	Teacher • Device • Class Connect Student • Device • Dash • Four or five cups or other small objects
LESSON	Today, we will be helping Dash stay away from the crowded dance floor and do its moves
STUDENT ACTIVITY	Students will be using several "Repeat until" coding blocks to help Dash stay away from the crowded dance floor. Students will demonstrate the ability to understand the advanced use of loops in programming.
POST ACTIVITY	Great job at using loops to help Dash stay away from the crowded dance floor and do its moves! Now let's think about the following questions: 1. What other Repeat Until block cues could you use for your dance? Could you use a Hear Clap or Hear Voice cue? 2. Could you add a different kind of loop within the Repeat Until loop?

Activity Preview

View In Blockly
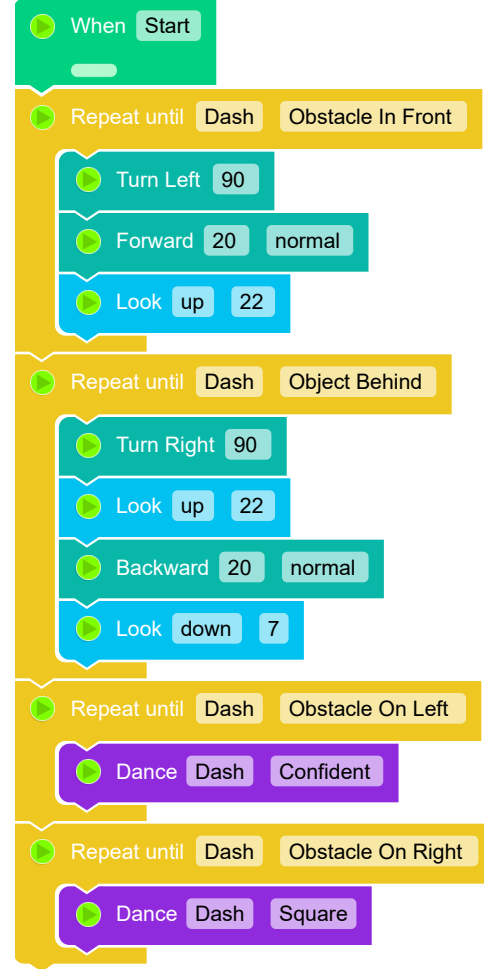
| E | 1.3 | Loops |
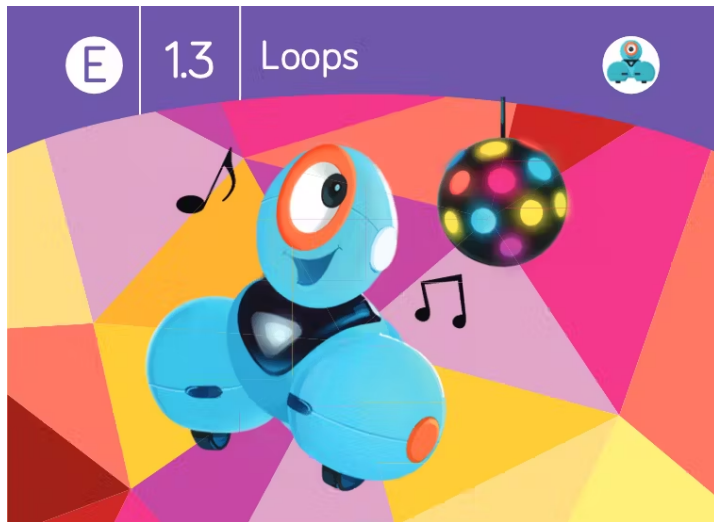
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Dash wants to boogie, but the dance floor is so crowded! Help Dash stay out of the way.

Steps

1 Welcome to Challenge E 1.3.

Let's take a look at the instructions and see how to help Dash stay out of the way from the crowded dance floor and do its moves!

Suggested Solution

When Start

Repeat until Dash Obstacle In Front
  Turn Left 90
  Forward 20 normal
  Look up 22

Repeat until Dash Object Behind
  Turn Right 90
  Look up 22
  Backward 20 normal
  Look down 7

Repeat until Dash Obstacle On Left
  Dance Dash Confident

Repeat until Dash Obstacle On Right
  Dance Dash Square

Assessment