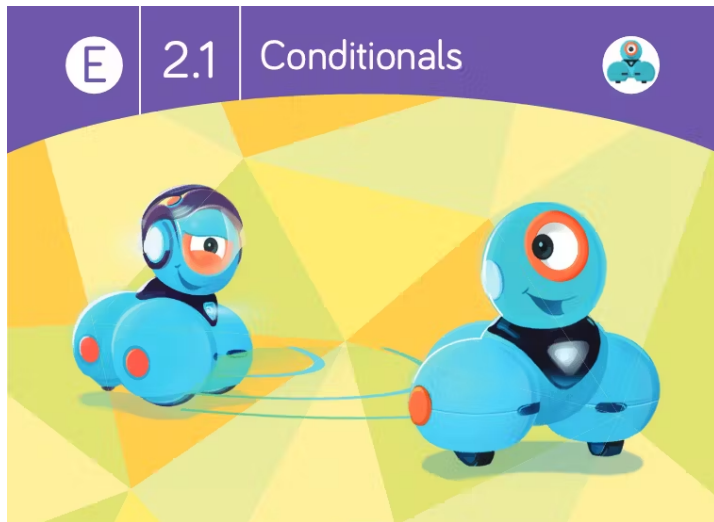# E 2.1 Follow the Leader

Assign

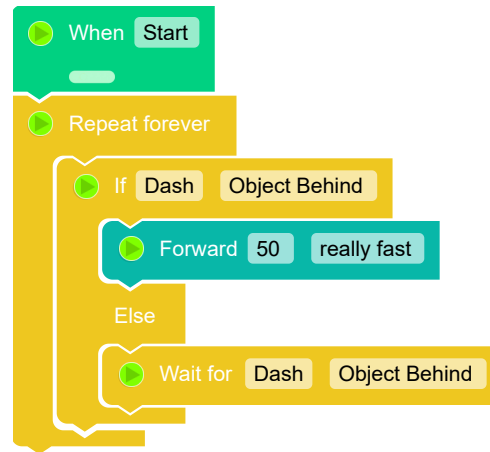|	
DESCRIPTION	In this challenge card, students will be familiarized with the advanced concept of conditionals in programming. Students will be introduced to the use of "If Else" block to help Dash perform an action if a specified condition is true, or another action if the condition is false.
OBJECTIVES	Students will be able to understand the advanced concept of conditionals in programming. They will use the "If Else" coding block to help Dash perform an action if a specified condition is true, or another action if the condition is false.
CODING SKILL	Conditionals
MATH DOMAIN	Conditionals
MATERIALS	Teacher • Device • Class Connect Student • Device • Dash
LESSON	Today, we will be helping Dash play Follow the Leader.
STUDENT ACTIVITY	Students will be using the "If Else" coding block to help Dash play Follow the Leader. Students will demonstrate the ability to understand the advanced use of conditionals in programming.
POST ACTIVITY	Great job at using conditionals to help Dash play Follow the Leader! Now let's think about the following questions: 1. If you wanted Dash to add turns for you to follow, where would you place them in the code? 2. Could Dash play Follow the Leader if you were the leader? How would you have to change the program to make this work?

Activity Preview

View In Blockly

| E | 2.1 | Conditionals |

E 2.1 Follow the Leader

Dash wants to play Follow the Leader. Lead the way, Dash!

Steps

1 Welcome to Challenge E 2.1.

Let's take a look at the instructions and see how to help Dash play Follow the Leader!

Suggested Solution

When Start

Repeat forever

If Dash Object Behind

Forward 50 really fast

Else

Wait for Dash Object Behind

Assessment