E 3.1 Dance Rehearsal
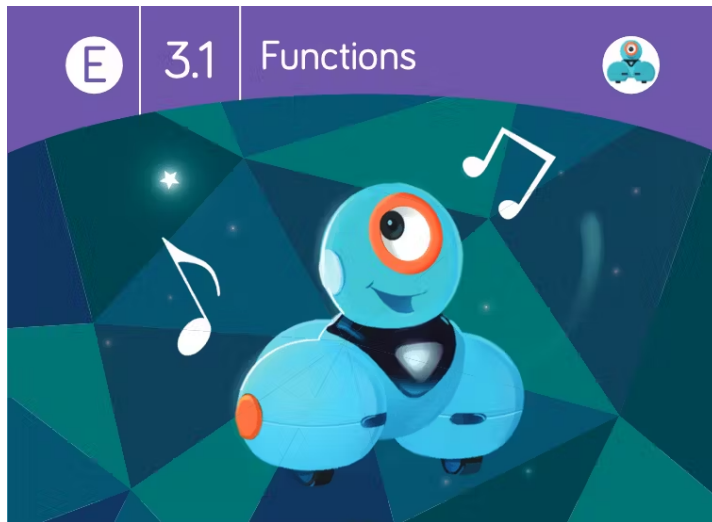
Assign

DESCRIPTION	In this challenge card, students will be familiarized with the advanced concept of functions in programming. Students will be required to use the "Function" and "Call" blocks to create reuseable codes for Dash.
OBJECTIVES	Students will be able to understand the advanced concept of functions in programming. They will use the "Function" and "Call" blocks to create reuseable codes for Dash.
CODING SKILL	Functions
MATH DOMAIN	Functions
MATERIALS	Teacher • Device • Class Connect Student • Device • Dash
LESSON	Today, we will be helping Dash get ready for the Interstellar Dance Contest.
STUDENT ACTIVITY	Students will be using the "Function" and "Call" blocks to create reuseable codes for Dash. Students will demonstrate the ability to understand the advanced use of functions in programming.
POST ACTIVITY	Great job at using functions to help Dash get ready for the Interstellar Dance Contest! Now let's think about the following questions: 1. Why do you think a function was used in this program? How did the function make the program more efficient? 2. How could you add another function to the program? What dance move would you want Dash to do using the new function?

Activity Preview

View In Blockly

E 3.1
Dance
Rehearsal

Dash is getting ready for the Interstellar Dance Contest! Let's create a dance move for Dash to use in the contest.

Steps

1 Welcome to Challenge E 3.1.

Let's take a look at the instructions and see how to help Dash get ready for the Interstellar Dance Contest!

Suggested Solution

When **Start**

Call **FDance**

All Lights ▬

Weird **Dash** **Beeps**

All Lights ▬

Call **FDance**

Stop Wheels

Say **Dash** **Ta Da!**

Function **FDance**

Forward **50** **normal**

Look **up** **22**

Look **down** **7**

Weird **Dash** **Lasers**

Look **right** **120**

Look **left** **120**

Backward **50** **normal**

Set Wheel Speed

Left **forward** **very slow**

Right **forward** **really fast**

Say **Dash** **Wee!**