

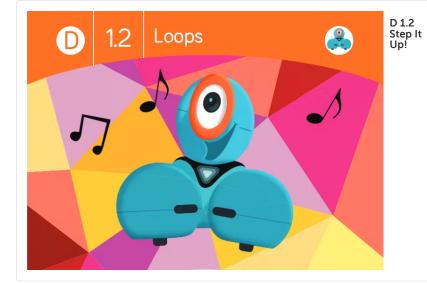
D 1.2 Step It Up!



DESCRIPTION	In this challenge card, students will be familiarized with the more advanced concepts of loops in programming. Students will be required to use the "Repeat" and "Drive" blocks to help Dash perform a series of sounds and actions through a "nested loop" structure.
OBJECTIVES	Students will be able to understand the more advanced concept of loops in programming. They will use "Repeat" and "Drive" coding blocks to help Dash perform a series of sounds and actions through a "nested loop" structure.
CODING SKILL	Loops
MATH DOMAIN	Loops
MATERIALS	Teacher Device Class Connect Student Device Dash Three cups Ruler
LESSON	Today, we will be helping Dash do the Happy Dance.
STUDENT	Students will be using the "Repeat" and "Drive" coding blocks to help Dash do the Happy Dance. Students will demonstrate the ability to understand the use of a more complex concept - "nested loops" - in programming.
POST ACTIVITY	Great job at using loops to help Dash do the Happy Dance! Now let's think about the following questions: 1. Why do you think Dash is so happy? 2. Explain where you think Dash learned those dance moves. 3. Describe what happens when the entire program is put inside another Repeat block.

Activity Preview

View In Blockly



Now that Dash's friends are happy, Dash can step up the Happy Dance with some lights!

Steps

1

Welcome to Challenge D 1.2.

Let's take a look at the instructions and see how to help Dash do the Happy Dance!

Suggested Solution

When Start

Repeat 3 times

Forward 50 normal

Turn Left 90

Repeat 3 times

Eye Pattern Custom

Eye Pattern Custom

Repeat 3 times

Dance Dash Silly

Assessment