



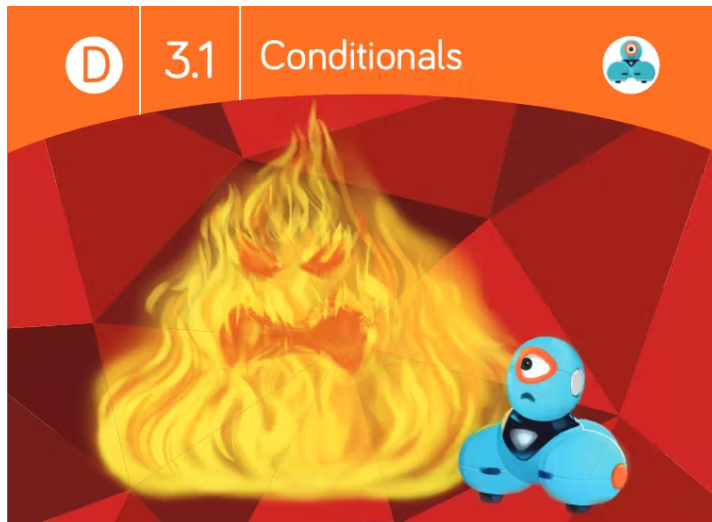
## D 3.1 Fire Monster!

[Assign](#)

DESCRIPTION	In this challenge card, students will be introduced to the concept of conditionals in programming. Students will be required to use the "If" block to help Dash perform its actions if conditions are met.
OBJECTIVES	Students will be introduced to the concept of conditionals in programming. They will use the "If" coding block to help Dash perform its actions if conditions are met.
CODING SKILL	Conditionals
MATH DOMAIN	Conditionals
MATERIALS	<p>Teacher</p> <ul style="list-style-type: none"><li>• Device</li><li>• Class Connect</li></ul> <p>Student</p> <ul style="list-style-type: none"><li>• Device</li><li>• Dash</li></ul>
LESSON	Today, we will be helping Dash escape from the Fire Monster.
STUDENT ACTIVITY	Students will be using the "If" coding block to help Dash escape from the Fire Monster. Students will demonstrate the ability to understand the use of conditionals in programming.
POST ACTIVITY	<p>Great job at using conditionals to help Dash escape from the Fire Monster! Now let's think about the following questions:</p> <ol style="list-style-type: none"><li>1. What happens if you put all of the code in a Repeat Forever block?</li><li>2. What if there were a Fire Monster In Front of Dash? How would you change the code to make it fit the new story?</li></ol>

## Activity Preview

[View In Blockly](#)



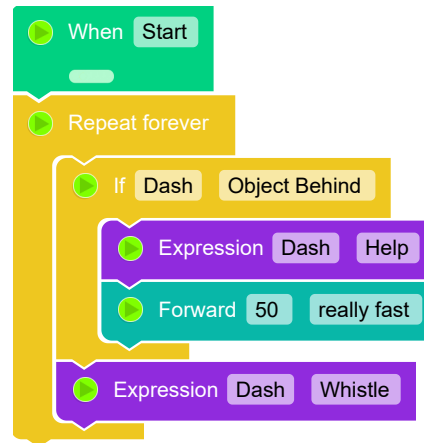
### D 3.1 Fire Monster!

Dash looks around and sees a Fire Monster! What should Dash do?

## Steps

- 1 Welcome to Challenge D 3.1.  
Let's take a look at the instructions and see how to help Dash escape from the Fire Monster.

### Suggested Solution



### Assessment