



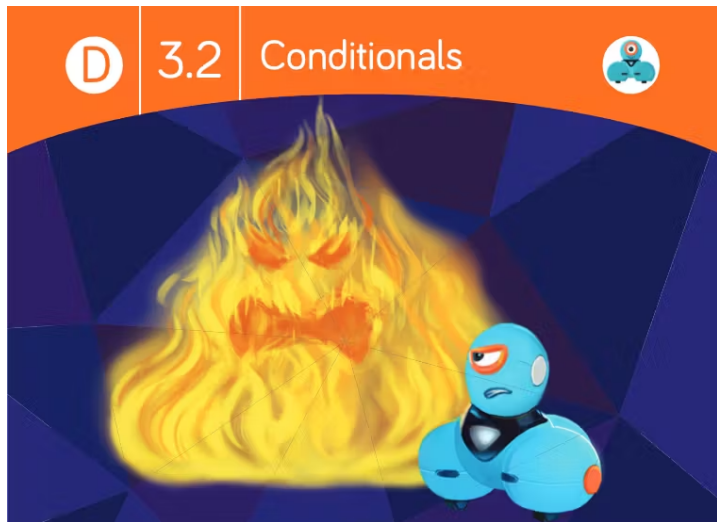
D 3.2 Big and Scary!

[Assign](#)

DESCRIPTION	In this challenge card, students will be familiarized with 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 familiarized with 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">• Device• Class Connect <p>Student</p> <ul style="list-style-type: none">• Device• Dash
LESSON	Today, we will be helping Dash scare the Fire Monster away.
STUDENT ACTIVITY	Students will be using the "If" coding block to help Dash scare the Fire Monster away. Students will demonstrate the ability to understand the use of conditionals in programming.
POST ACTIVITY	<p>Great job at using conditionals to help Dash scare the Fire Monster away! Now let's think about the following questions:</p> <ol style="list-style-type: none">1. What combination of wheel speeds make Dash turn left? What combination of wheel speeds make Dash turn right?2. Conditionals are blocks that help your robot make choices. In this case, if Dash hears a voice, Dash will turn in a circle and flash lights. However, if Dash does not hear a voice, Dash will calmly whistle. How could you change the program you used in this challenge so that if Dash hears the Fire Monster's voice, Dash acts friendly to it instead of trying to scare it away?

Activity Preview

[View In Blockly](#)



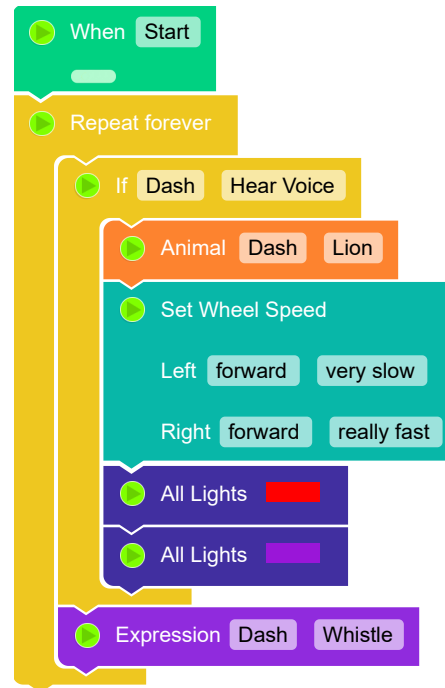
D 3.2 Big and Scary!

A Fire Monster roars at Dash! Dash has to look big and scary to try to make the Fire Monster go away.

Steps

- 1 Welcome to Challenge D 3.2.
Let's take a look at the instructions and see how to help Dash scare the Fire Monster away!

Suggested Solution



Assessment