



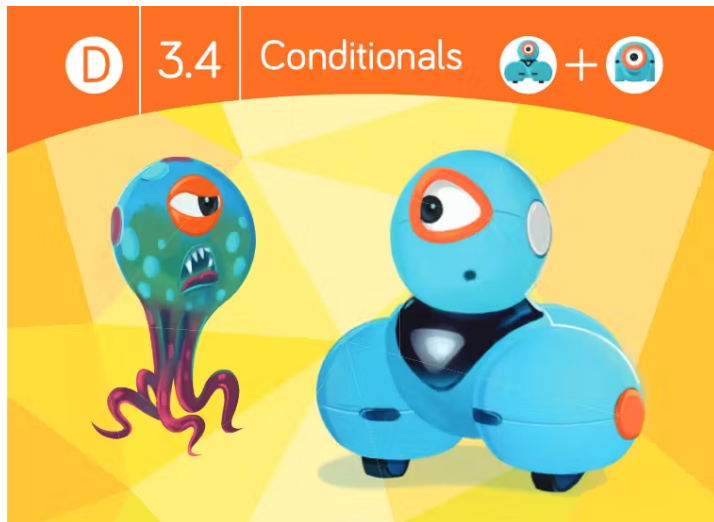
D 3.4 The Dot Monster

[Assign](#)

DESCRIPTION	In this challenge card, students will be familiarized with the concept of conditionals in programming using both Dash and Dot. 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 escape from Dot.
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• Dot
LESSON	Today, we will be helping Dash escape from Dot.
STUDENT ACTIVITY	Students will be using the "If" coding block to help Dash escape from Dot. 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 Dot! Now let's think about the following questions:</p> <ol style="list-style-type: none">1. What if Dash doesn't see the Dot monster? What will Dash do?2. How could you use a loop so that Dash looks for the Dot monster more than once?

Activity Preview

[View In Blockly](#)



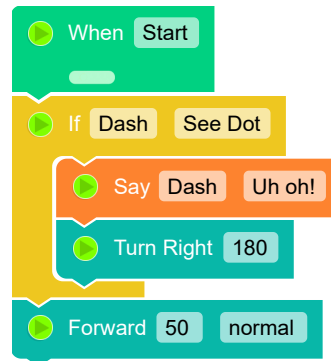
D 3.4 The Dot Monster

Dot is a scarrrrrrrryyy monster and Dash needs to run away!

Steps

- 1 Welcome to Challenge D 3.4.
Let's take a look at the instructions and see how to help Dash escape from Dot.

Suggested Solution



Assessment