



D 3.5 Dash's Escape!

[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 keep turning until Dash finds the way out.
OBJECTIVES	Students will be familiarized with the concept of conditionals in programming. They will use the "If" coding block to help Dash keep turning until Dash finds the way out.
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• Three blocks or books
LESSON	Today, we will be helping Dash escape from the forest.
STUDENT ACTIVITY	Students will be using the "If" coding block to help Dash escape from the forest. 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 forest! Now let's think about the following questions:</p> <ol style="list-style-type: none">1. How could a loop help Dash escape using fewer blocks? Do you see a pattern of blocks that repeat more than once?2. How could you add the Dot monster to the program? What could Dot do to scare Dash while Dash tries to escape the forest?

Activity Preview

[View In Blockly](#)

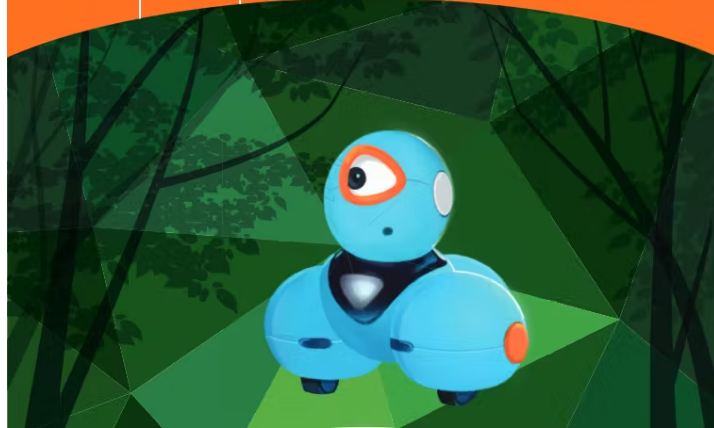
D

3.5

Conditionals

**D 3.5**
Dash's
Escape!

Dash ran away from the Dot monster and accidentally headed into a scarrrrrryyy forest. Help Dash find a way out of the forest!



Steps

1

Welcome to Challenge D 3.5.

Let's take a look at the instructions and see how to help Dash find a way out of the forest.

Suggested Solution



Assessment