



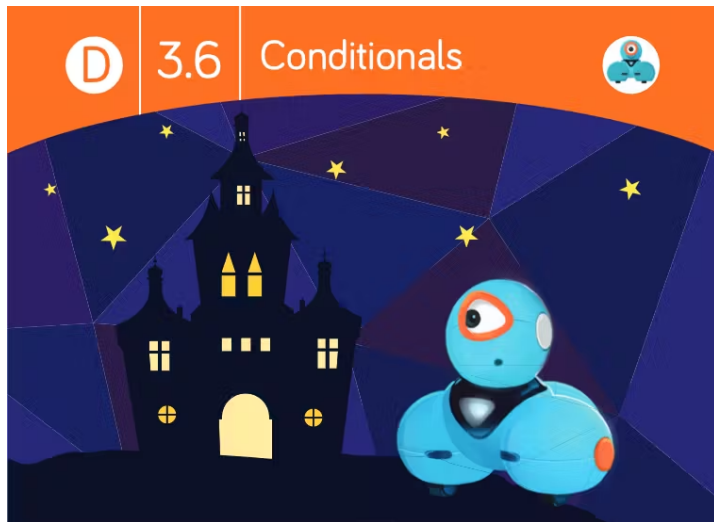
D 3.6 Dash Escapes Again

[Assign](#)

DESCRIPTION	In this challenge card, students will practice their understanding of conditionals and loops in programming. Students will be required to use "If" and "Repeat" blocks to help Dash keep turning until Dash finds the way out.
OBJECTIVES	Students will practice their understanding of conditionals and loops in programming. They will use "If" and "Repeat" blocks 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 scary castle.
STUDENT ACTIVITY	Students will be using the "If" and "Repeat" coding blocks to help Dash escape from the scary castle. Students will demonstrate the ability to understand the use of conditionals and loops in programming.
POST ACTIVITY	<p>Great job at using conditionals to help Dash escape from the scary castle! Now let's think about the following questions:</p> <ul style="list-style-type: none">• You may need to use several if and repeat blocks to complete the challenge.• If Dash doesn't react to the objects used to represent walls, use taller objects so that Dash can sense them.• Put the objects close together so that Dash can sense them no matter which way Dash is turned. You may need to adjust the position of the objects a few times.

Activity Preview

[View In Blockly](#)



D 3.6 Dash Escapes Again

Dash escaped from the forest but is now in a scarrrrrrryy castle. There are a lot of walls. Help Dash find a way out!

Steps

- 1 Welcome to Challenge D 3.6.
Let's take a look at the instructions and see how to help Dash escape from the scary castle!

Suggested Solution

