

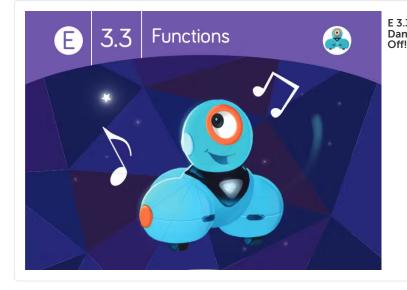
## E 3.3 Dance Off!



DESCRIPTION	In this challenge card, students will be familiarized with the advanced concept of functions in programming. Students will be required to use the "Function" and "Call" blocks to create reusable codes for Dash. Students will also practice creating more than one function to program more complex instructions for Dash.
OBJECTIVES	Students will be able to understand the advanced concept of functions in programming. They will use the "Function" and "Call" blocks to create reusable codes for Dash. They will also practice creating more than one function to program more complex instructions for Dash.
CODING SKILL	Functions
MATH DOMAIN	Functions
MATERIALS	Teacher  • Device • Class Connect  Student • Device • Dash
LESSON	Today, we will be helping Dash perform its best dance moves for the Dance Contest.
STUDENT ACTIVITY	Students will be using the "Function" and "Call" blocks to create reusable codes for Dash . Students will demonstrate the ability to understand the advanced use of functions in programming.
POST ACTIVITY	Great job at using functions to help Dash perform its best dance moves for the Dance Contest! Now let's think about the following questions:  1. How many functions did you use in your program? Why did you create those functions?  2. What kinds of patterns could Dash make with triangle or rectangle paths (e.g., triangles that form squares or pinwheel patterns; rectangles that form brick or other tessellation patterns)?  3. What could you do to make Dash alternate between performing 2 different dance moves at the corners of the squares?

**Activity Preview** 

View In Blockly



E 3.3 Dash made it to the finals of the contest! Now, it's a dance off! Help Dash get the crowd cheering with some stellar dance moves.

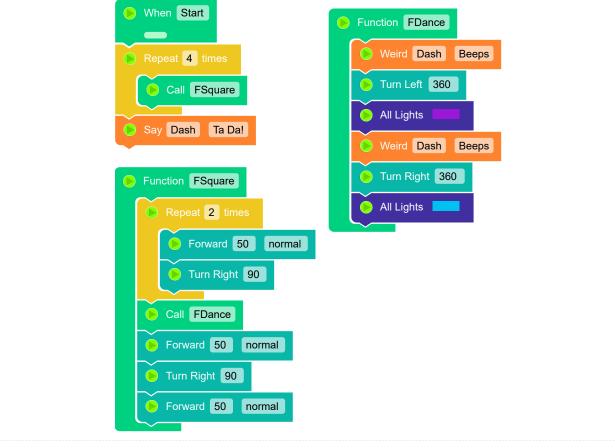
## Steps



Welcome to Challenge E 3.3.

Let's take a look at the instructions and see how to help Dash perform its finest dance moves to cheer up the crowds!

Suggested Solution



Assessment