



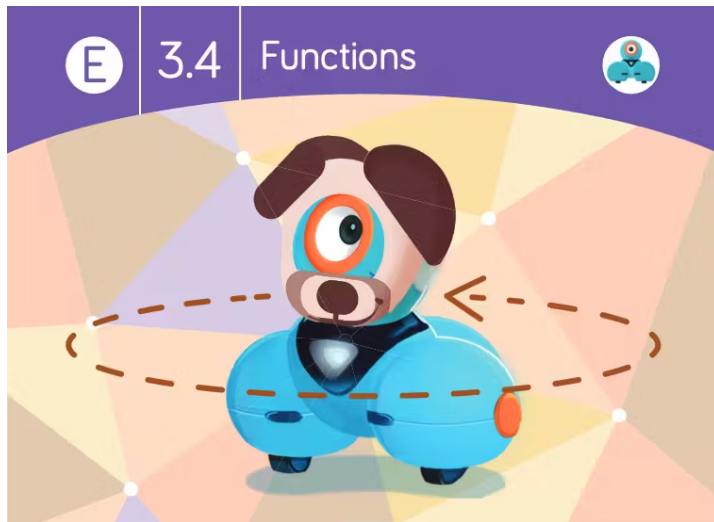
E 3.4 Dog Trainer

[Assign](#)

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.
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.
CODING SKILL	Functions
MATH DOMAIN	Functions
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 to train Dash to turn in circles by using function.
STUDENT ACTIVITY	Students will be using the "Function" and "Call" blocks to help Dash perform its tricks. Students will demonstrate the ability to understand the advanced use of functions in programming to help Dash get more practice..
POST ACTIVITY	<p>Great job at using functions to help Dash perform its tricks! Now let's think about the following questions:</p> <ol style="list-style-type: none">1. A function is a coding shortcut. Instead of writing the entire code sequence each time you want to use it, you can create a function. Whenever you're ready to use the coding sequence, just use the Call block. When is it helpful to use a function instead of a Repeat or When block?2. What other tricks would you like Dash to perform? What kind of functions would you need to make for each trick? What blocks would you use?

Activity Preview

[View In Blockly](#)



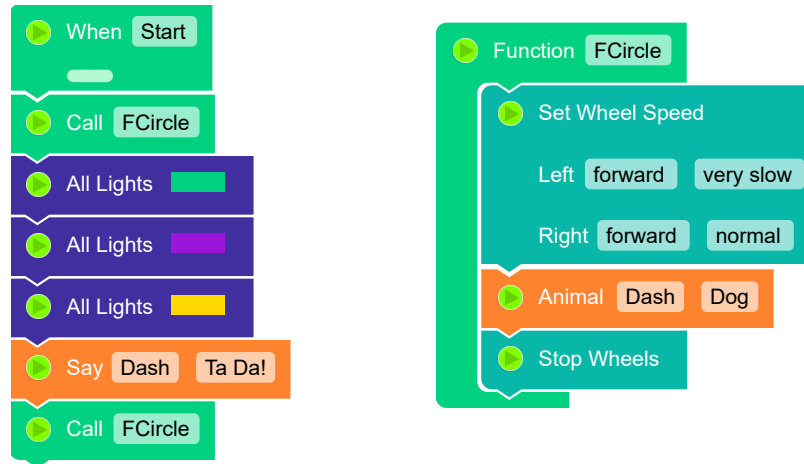
E 3.4 Dog Trainer

Dash is acting like a puppy and you are the trainer. Train Dash to turn in a circle!

Steps

- 1 Welcome to Challenge E 3.4.
Let's take a look at the instructions and see how to train Dash to turn in a circle!

Suggested Solution



Assessment