



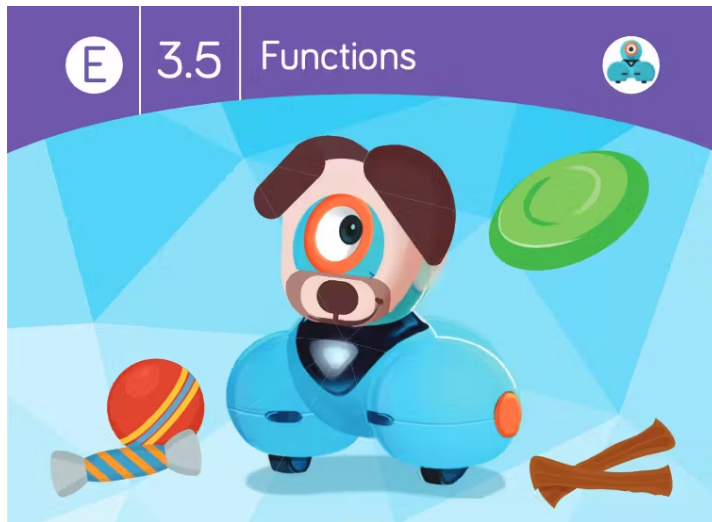
E 3.5 Tricks Galore!

[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 teach Dash two different tricks.
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 teach Dash two different tricks! Now let's think about the following questions:</p> <ol style="list-style-type: none">1. What would this program look like if you did not use functions?2. How could you teach Dash a third or fourth trick? Would this be difficult or easy to do?

Activity Preview

[View In Blockly](#)



E 3.5 Tricks Galore!

As a trainer, you are responsible for teaching a variety of tricks. Teach Dash two different tricks.

Steps

1

Welcome to Challenge E 3.5.

Let's take a look at the instructions and see how to teach Dash two different tricks.!

Suggested Solution

