



Dash Escapes Again

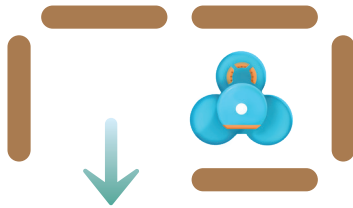
Dash escaped from the forest
but is now in a scarrrrrryyy castle.

There are a lot of walls.
Help Dash find a way out!



Materials: blocks or books

1. Put the **blocks** or **books** around Dash in a **rectangle** or other shape. These are the walls of the scarry castle. Have Dash face one of the walls.



2. Program Dash to find the way out! Use **if** blocks and **loops**:



Make sure your program works **even when** Dash is facing a different castle wall.

3. Once Dash finds the way out, program Dash to drive away **really fast**!



Use more blocks or books to make a bigger castle for Dash to escape from.



Dash Saves the Day!

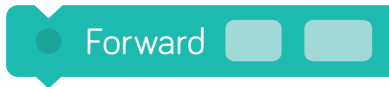
An angry monster wants
to eat Dash's toy.
Dash needs to save the toy.



Materials: 1 small toy



1. Put the **toy far away** from Dash.
2. Have Dash face the toy.
3. Use this **Forward** block to help Dash get to the toy:



4. Then have Dash scare away the monster by making this **sound**:



Move the toy to a different place. Have Dash save the toy again!



Black Cats!

Dash is superstitious and doesn't like black cats. If there are too many black cats, Dash gets really nervous!



Materials: 2 cups

1. Place **1 cup in front of** and **1 cup behind** Dash. These are the black cats. Move them around during the program.



2. **If** there is a cat **behind** Dash, have Dash **say**, **"Uh oh!"** and run away by **driving forward**.
3. **If** there is a cat **in front of** Dash, have Dash **say**, **"Uh oh!"** and run away by **driving backward**.
4. **When more than 3** cats have walked **in front of** or **more than 3** cats have walked **behind** Dash, have Dash **yell for help**.
5. **When** Dash yells for help, make Dash feel better by pressing the **Top Button 7 times**. Then have Dash **act happy** and **go to the start** of the program again.

Hint: You should start by setting **3 variables** to **0**.