



WEBINAR

# Getting Started

Strategies for implementing Dash, Blockly and Make Wonder in your classroom.



w:onder  
workshop



# Webinar Overview

**1** Introductions

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**2** Out of the Box

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**3** Getting Started

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**4** Make Wonder Features

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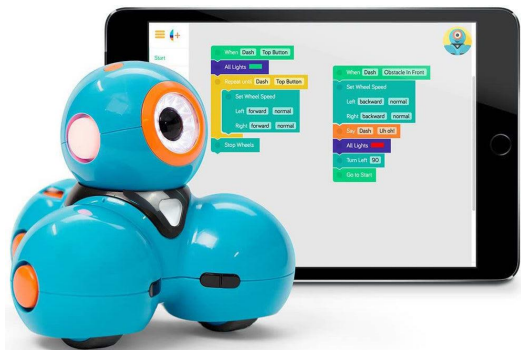
**5** Q&A

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**6** Raffle

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# Meet Your Hosts



**Mark Mantel**

School Partnerships, Western Region

[mark@makewonder.com](mailto:mark@makewonder.com)



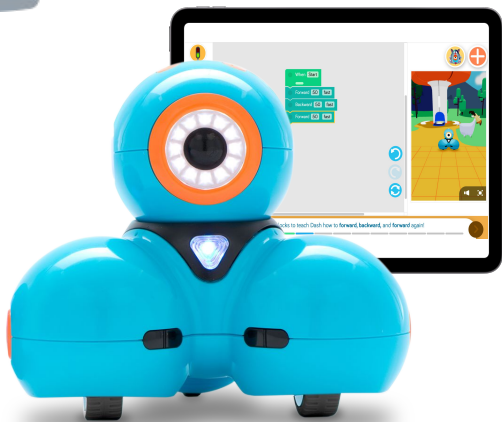
**Lucy Hamilburg**

Customer Success Manager

[lucy.hamilburg@makewonder.com](mailto:lucy.hamilburg@makewonder.com)



# w:onder workshop



✓ Dash + Apps



✓ Accessories



✓ Make Wonder Platform

# MEET DASH

## Inside the Box



1 Dash

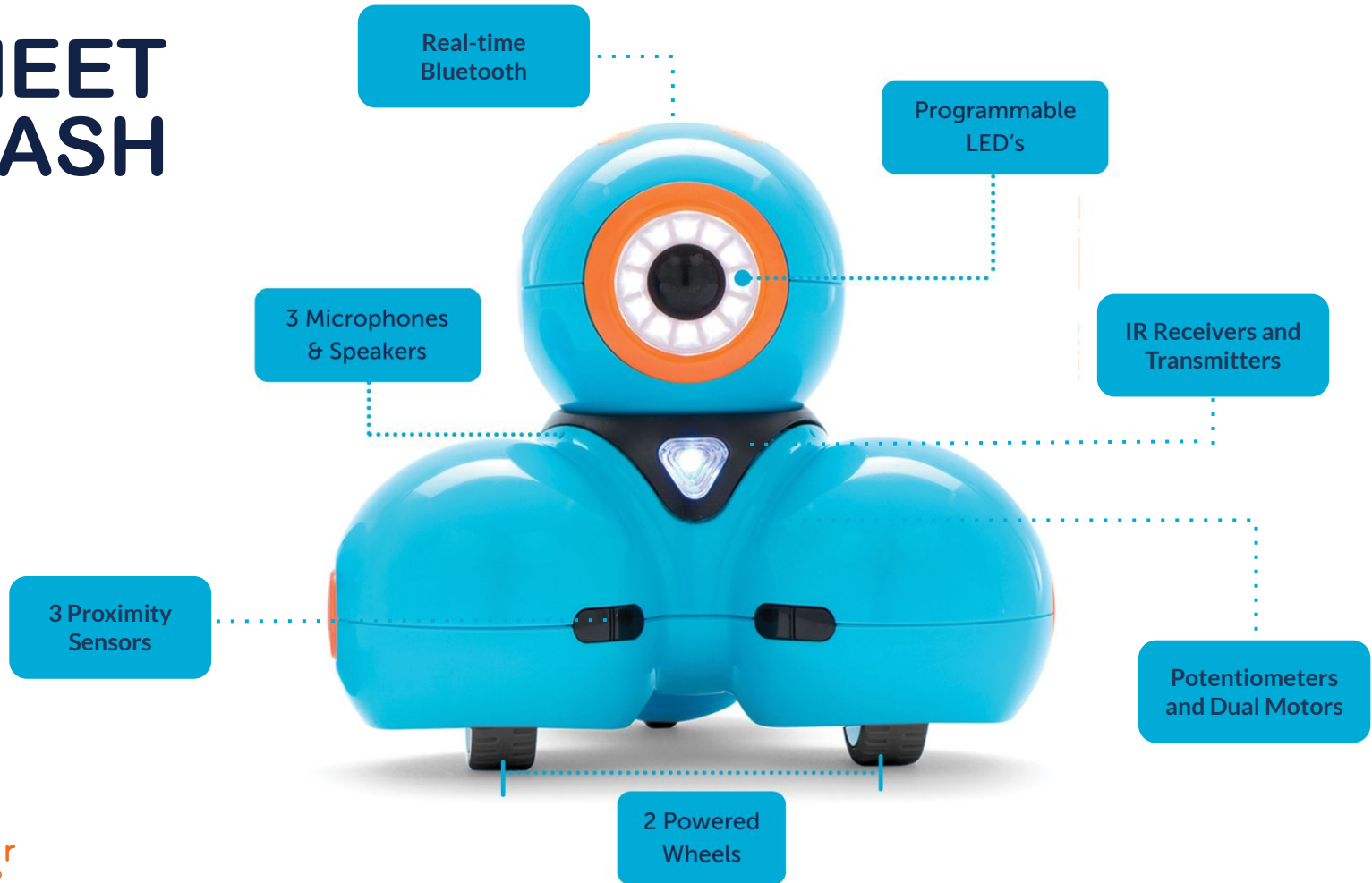


1 charging cord



2 building brick  
connectors

# MEET DASH







# Blockly

FOR DASH + DOT

6 yr. +

Blockly introduces fundamental and advanced coding concepts through playful projects and puzzles. Kids learn about coding by exploring variables, events, conditionals, and more.



## Wonder

6 yr. +

FOR DASH + DOT

A picture-based coding language built for kids, children create detailed behaviors for Dash, creating the robot pet, pal or sidekick of their dreams.



## Go

Go is the first step to discovering what Dash can do by exploring the robot's lights, sounds, sensors, and movements. Go functionality is available in the Wonder App

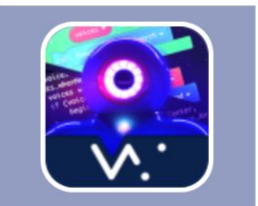
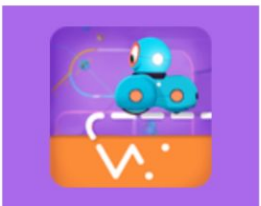
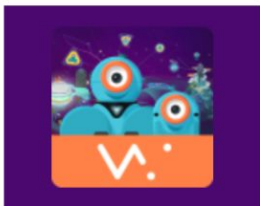
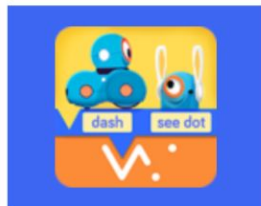






## Path

With Path, kids can draw a route on their mobile device with their finger and send Dash on journeys around the house or around the block.

## Downloading the Apps





Device	Blockly	Wonder	Path	Go**	Blockly Pro
 iPad or iPhone with iOS 12+				iPad only iOS 12+	
 Android Phone or Tablet with Android 6+ & Bluetooth LE*					
 Kindle Fire 2015 and newer*					
 Chrome Browser on Mac, PC, Chromebook +Bluetooth LE					





Meet Dash.

Hi!

1

Push the power button to wake Dash up. 

Speak to Dash and it will turn to you.

Press the buttons on Dash's head and see what happens!

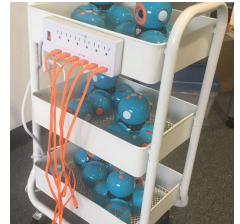
Place your hand in front of Dash, and it will react.

When Dash is plugged in and charging, the power button light will pulse.



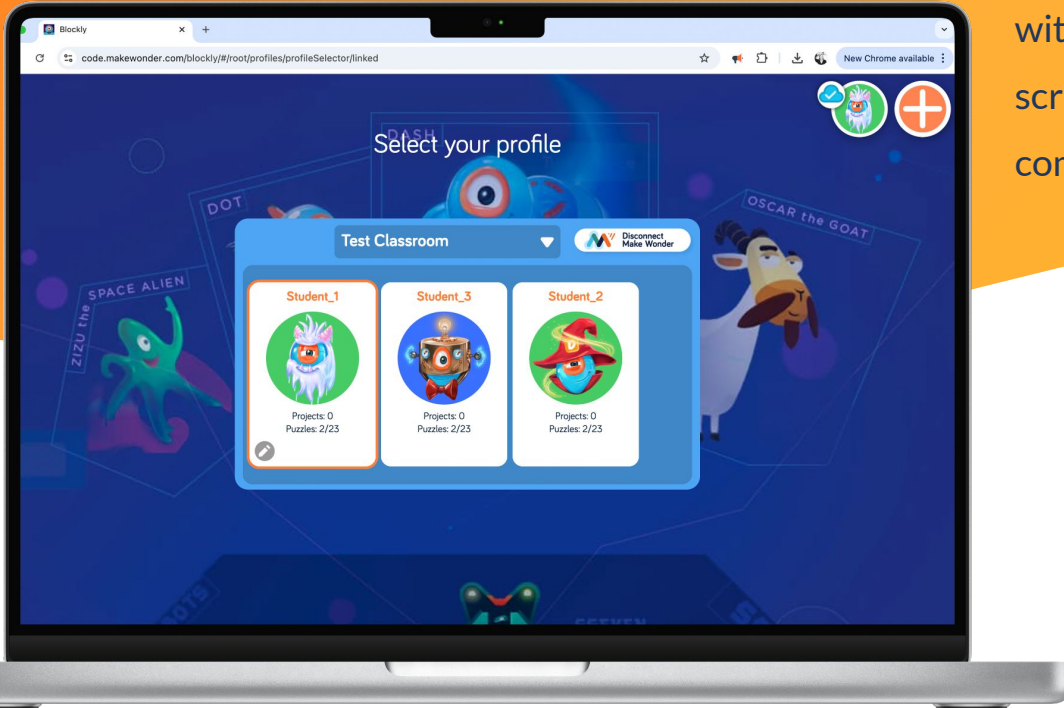
Once Dash is fully charged, the button light will turn off.

It takes approximately 1 hour to fully charge Dash.



# Updating Firmware

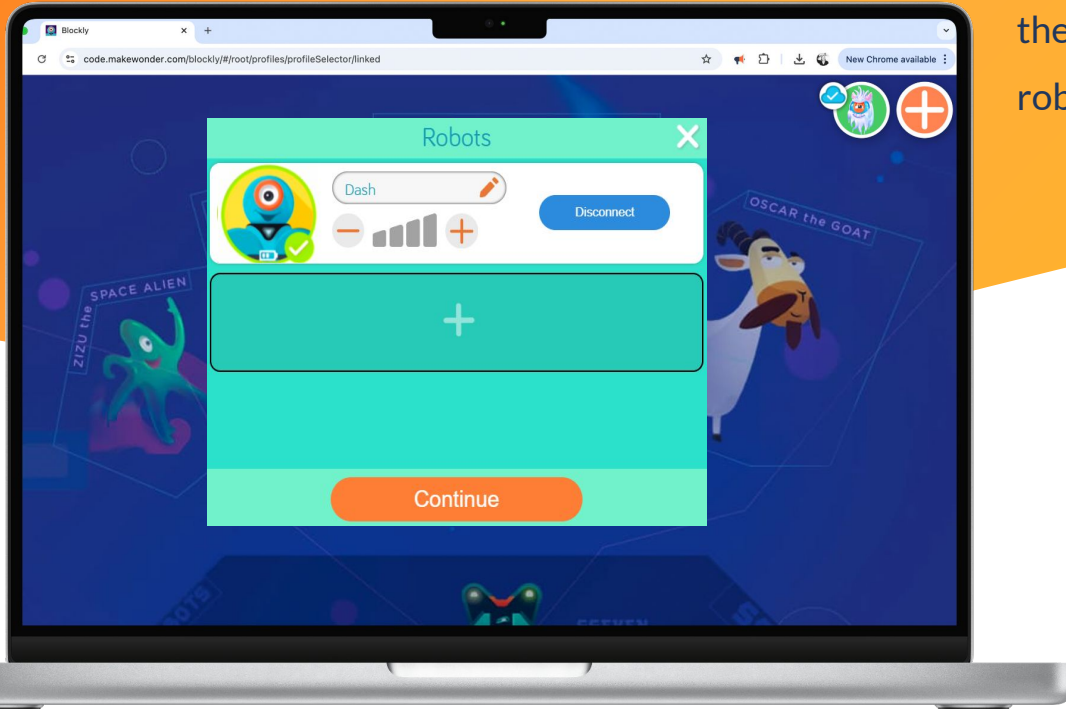
During the connection process, if it is your first time connecting, there likely is a firmware update that will need to download and install. Be sure to connect before the first time using with students and follow the directions on screen, as this may take up to 15 minutes to complete updating.



# Naming Your Robot

Click on the “+” to access the robot settings.

In this settings menu, you can change the settings of the robot, increase and decrease the robot’s volume, change the color of the robot, and even set its wake-up animations.



# Define Student Roles

We recommend one robot for every three students. That way, students work together collaboratively and problem solve together. You can also have fewer students in a group for a more individualized experience.

## Robot Wrangler

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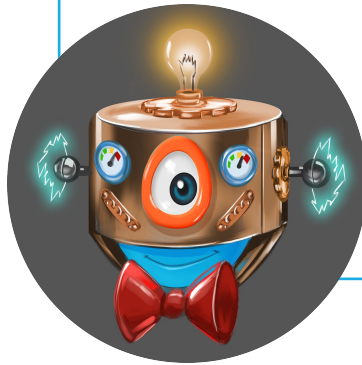
The Robot Wrangler is the only student who is allowed to touch the robot. They are in charge of resetting the positioning and moving it to the next location.



## Programmer

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The Programmer is in charge of building the program in the app, with the help of their fellow teammates. They are the only team member to touch the device.



## Journalist

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The Journalist documents the work that the team is doing, by taking photos, drawing out paths, documenting hypotheses, and creating a story of the work they accomplished together.





# More Getting Started Resources

Turn your classroom into a robot-themed adventure where learning to code is fun.

### Wonder Workshop In a Nutshell:

Robot & Apps    Accessories    Make Wonder

**Free Resource Friday Weekly Newsletter**  
Every Friday, we send a newsletter to our education community chock full of resources to support your STEM classroom. Find inspiration for how to engage and support students on their journey to coding literacy.  
[http://eepurl.com/cb\\_4PX](http://eepurl.com/cb_4PX)

**Global Educator Community**  
Become part of a worldwide community of educators passionate about STEM by joining our Facebook Group, attending our twice a year STEAM Summits, and Coaching a team in the League Robotics Competition.  
[makewonder.com/professional-development](http://makewonder.com/professional-development)

Need more? Email us at [support@makewonder.com](mailto:support@makewonder.com). Looking to upgrade your account or purchase additional accessories? Email Mark Hantz at [mark@makewonder.com](mailto:mark@makewonder.com).

Download our Learn-to-Code Curriculum Guide: 

### Getting-Started Steps

**Step 01** Access the Getting Started Guide  
Find a wealth of information about how to get started teaching with Dash and Blockly. The Guide includes a glossary, training videos and tons of other resources, like printables and helpful links.  
[makewonder.com/getting-started](http://makewonder.com/getting-started)

**Step 02** Download the Apps  
Apps age up as appropriate. Go (K-1), Path (K-1), Wonder (Gr. 2-5), Blockly (Gr. K-5). Blockly is available on Apple iOS, Android, Chromebooks, and Chrome Browsers.  
[makewonder.com/apps](http://makewonder.com/apps)

**Step 03** Sign up for Make Wonder  
Sign up for a Free Make Wonder account, where you will unlock the ability to create and manage classrooms of students and track their progress through the Blockly puzzles. Find us in the Clever App Library to get started.  
[clever.com/library/apps/class-connect](http://clever.com/library/apps/class-connect)

**Step 04** Access our Learn-to-Code Curriculum  
The curriculum is organized into six coding levels and covers six fundamental coding concepts: sequencing, loops, events, conditionals, functions, and variables. Each Level includes Lesson Plans and activities.  
[portal.makewonder.com/#/curriculum/learn-to-code](http://portal.makewonder.com/#/curriculum/learn-to-code)

**Step 05** Access our Cross-Curricular Lesson Library  
The Cross-Curricular Lesson Library contains dozens of lessons filterable by grade level, subject, and required accessories. Activities connect coding with subjects like math, science, language arts, and social studies, helping students apply their coding skills in real-world contexts.  
[portal.makewonder.com/#/curriculum/code-to-learn](http://portal.makewonder.com/#/curriculum/code-to-learn)

Wonder Workshop  
[makewonder.com](http://makewonder.com)  
[portal.makewonder.com](http://portal.makewonder.com)

[LAUSD One-Pager](#)

Make Wonder <sup>Free</sup>

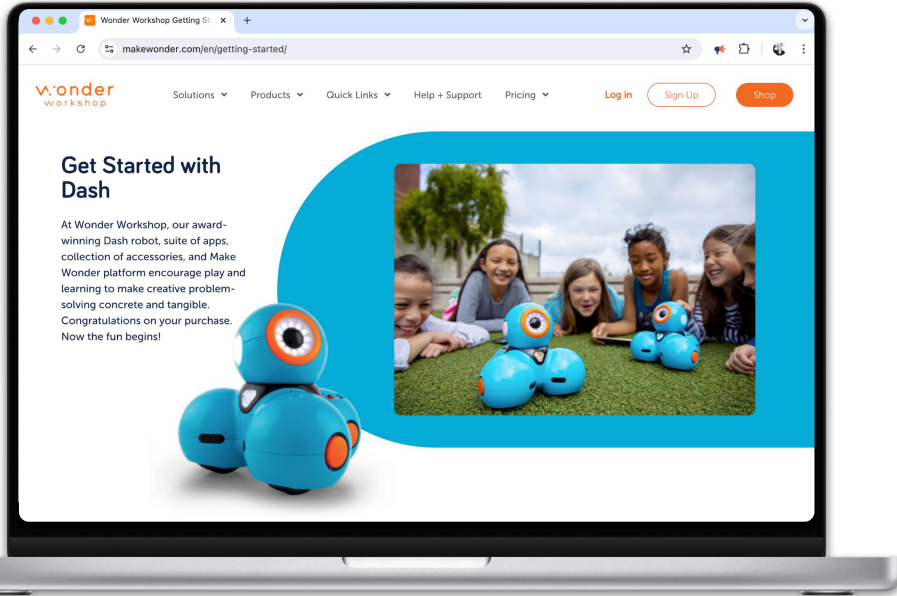
## Getting Started with Dash and the Make Wonder Free Tier

2024-2025

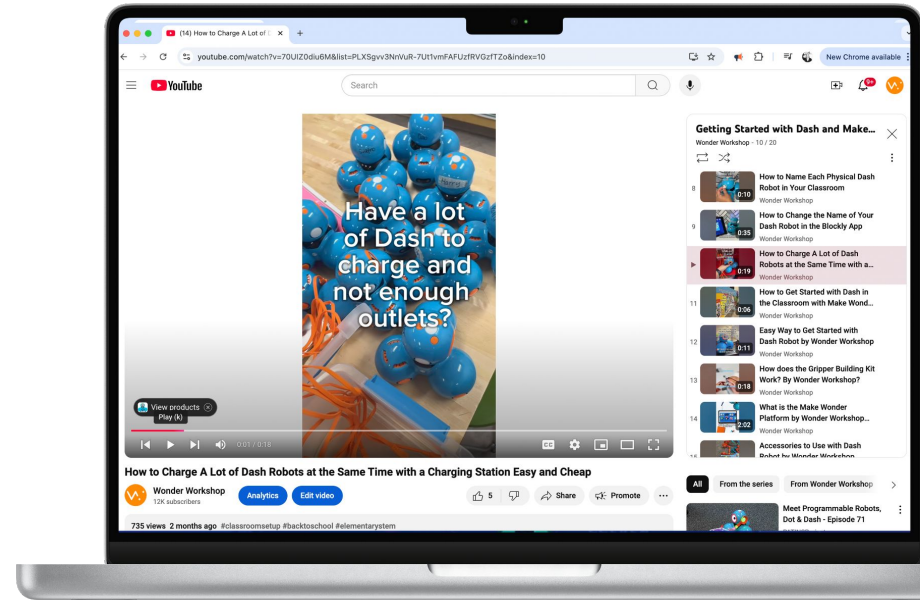
[portal.makewonder.com](#)

[Digital Getting Started Guide](#)

# More Getting Started Resources



[makewonder.com/getting-started](https://makewonder.com/getting-started)



[Youtube Shorts Playlist](#)



# More Content! Hour of Code Resources

## Activity Packets for Hour of Code

Explore the coding concepts of sequences, loops, variables, and functions with Dash. Find step-by-step instructions and discussion questions, plus Blockly solutions, student worksheets, and lesson plans.

Each of the packets contains three 15- to 25-minute activities.

[Access Packets](#)



## Sample Wonder League Missions

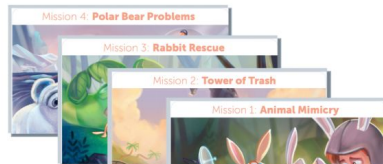
While you're getting ready for Hour of Code, consider activities like past Wonder League Robotics Competition missions. These are oldies but goodies. Geared for ages 9-12 but appropriate for older or younger kids.

[Download Mission 1 from our 2016-17 Competition](#)

[Download Mission 2 from our 2016-17 Competition](#)

[Download Mission 3 from our 2016-17 Competition](#)

[Download Mission 4 from our 2016-17 Competition](#)

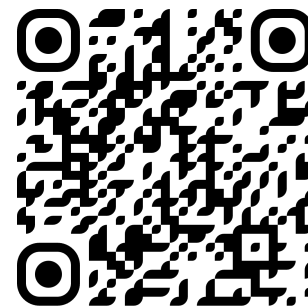


## Learn to Code Curriculum Guide

Everything educators need to know to get their students started with Dash & Dot's Learn to Code Curriculum.



Download our  
Learn to Code  
Curriculum  
Guide



# Make Wonder Free Tier is for Everyone



# Free Tier Features & Benefits

Students maintain their own progress through puzzles in Blockly

Teachers set up up to 35 student profiles and track progress

Blockly puzzles are a great introduction to the basics

See how each student is doing and view lesson resources

Access standards-aligned K-5 Learn to Code Curriculum



**Student Accounts**



**Classroom Management**



**Coding Puzzles**



**Progress Tracking**



**Cross Curricular Lessons**



# You get a 3-month Make Wonder Subscription



# Paid Tier Features & Benefits

Virtual Dash robot for a 1:1 coding & robotics experience

Student-facing multimedia lessons with challenges

Transition from Block-based to text-based (JavaScript) coding

Standards-aligned math activities for grades 3-5 bolster math fluency and coding skills

Challenge cards provide structured hands-on play



**Virtual Dash**



**Coding Pathways Lessons**



**Blockly Pro**



**60 Math Activities**



**72 Challenge Cards**





**portal.makewonder.com**

for teachers

**code.makewonder.com**

**&**

**Blockly App**

for students



# Progress Tracking for Teachers

The screenshot shows the CLASS CONNECT dashboard. At the top, it says 'CLASS CONNECT' and 'Blockly Dash'. Below that, it says 'Classrooms' and 'My 2nd Graders'. There are buttons for 'Dash Puzzles' and 'Dot Puzzles'. A table lists student names and their progress in three columns (1, 2, 3). A 'Driving School' section is also visible.

Student Name	1	2	3
Avery	✓	✓	!
Riley	✓	✓	✓
Sawyer	✓	✓	✓
Rebecca	✓	✓	✓
Blake	✓	✓	✓
Hayden	✓	✓	✓
Naomi	✓	✓	✓
Rowen	✓	✓	✓
Nico	✓	✓	✓
Alejandra	✓	✓	✓
Jordan	✓	✓	✓
Angel	✓	✓	✓
Chanel	✓	✓	✓
Shiloh	✓	✓	✓
Mateo	✓	✓	✓
Oakley	✓	✓	✓
Ari	✓	✓	✓

# Virtual Dash & Challenges in Blockly for Students

The screenshot shows the 'virtual' Blockly workspace. It features a colorful scene with a blue robot, a pink horse, and a blue dome. The text 'w:onder workshop' and 'virtual' are visible. A 'Solution' panel on the right shows a sequence of blocks: 'When Start', 'Wait for Dash', 'Look towards Voice', 'My sounds #1', and 'Wait for Dash'.

# Classroom Setup



Make Wonder

Robotics Competition



HOME

Welcome, Jen!

Code: ABCDE

BLOCKLY TEACHER PREVIEW

SETUP CLASSROOMS

BLOCKLY PUZZLES

Track Progress

CODING PATHWAYS

Assign Coding Pathways

Track Progress

CHALLENGE CARDS

Assign Challenge Cards

Track Progress

MATH ACTIVITIES

< ALL CLASSROOMS

Jen's Class #1

Edit Classroom Details

Share Classroom

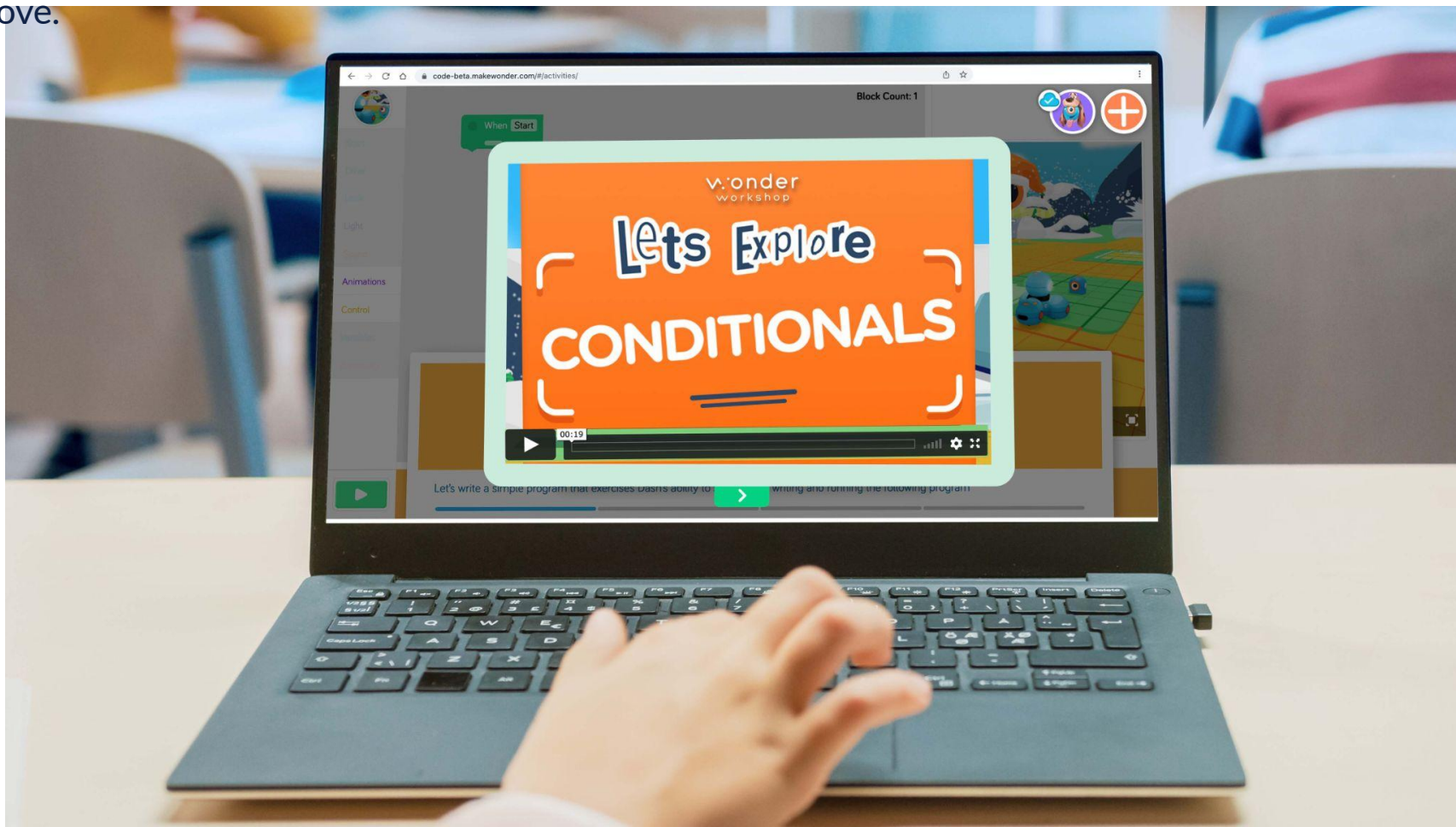
Bulk Create

Bulk Edit


Student Name	Profile Name	Image	Color	Read Aloud Support	Actions
<input type="text" value="Enter Student Name"/>	<input type="text" value="Enter Profile Name"/>			<input type="checkbox"/> OFF	<input type="button" value="Add"/>
David	David			<input checked="" type="checkbox"/> ON	<input type="button" value="Settings"/>
Emily	Emily			<input checked="" type="checkbox"/> ON	<input type="button" value="Settings"/>
May	May			<input type="checkbox"/> OFF	<input type="button" value="Settings"/>
Ruby	Ruby			<input checked="" type="checkbox"/> ON	<input type="button" value="Settings"/>
Sam	Sam			<input checked="" type="checkbox"/> ON	<input type="button" value="Settings"/>

Go To Home

**Coding Pathways:** multimedia coding lessons with story-based activities kids love.



# Assign



Make Wonder

[HOME](#)

[SETUP CLASSROOMS](#)

[BLOCKLY PUZZLES](#)

[Track Progress](#)

**CODING PATHWAYS**

[Assign Coding Pathways](#)

[Track Progress](#)

[CHALLENGE CARDS](#)


[Assign Challenge Cards](#)


[Track Progress](#)


[MATH ACTIVITIES](#)


[Assign Math Activities](#)


[Track Progress](#)


 **PRO**  
MENTS **BETA**

 **Make Wonder**

 **Robotics Competition**

 **Curriculum**






























Welcome, Jen! |  Code: ABCDE


**BLOCKLY TEACHER PREVIEW**


**CODING LEVELS**  **ASSIGN PATHWAY**

### Coding Pathways Level B

Coding Pathway Level B will help students with skills and projects that cover refresher-level activities on sequencing. This coding level pathway will also introduce loops and guide students through developing loops coding skills while using other coding skills together.

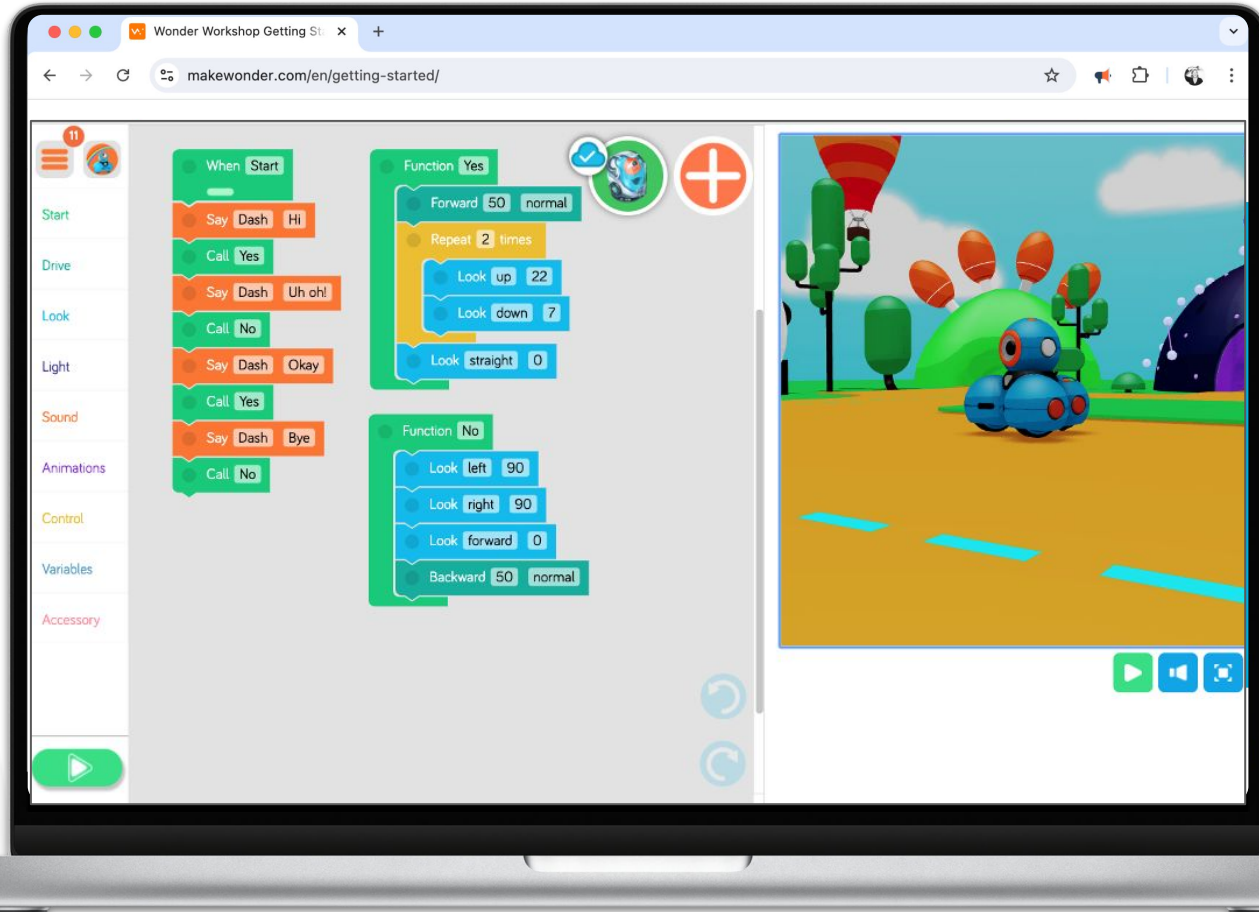
Name	Progression
 <b>B Refresher: Sequencing</b>  	
 <b>Introduction to Loops</b>  	 
 <b>Using Basic Loops</b>  	  
 <b>Repeat Until Block</b>  	  
 <b>Practice Loops</b>  	  

[Need help?](#) 





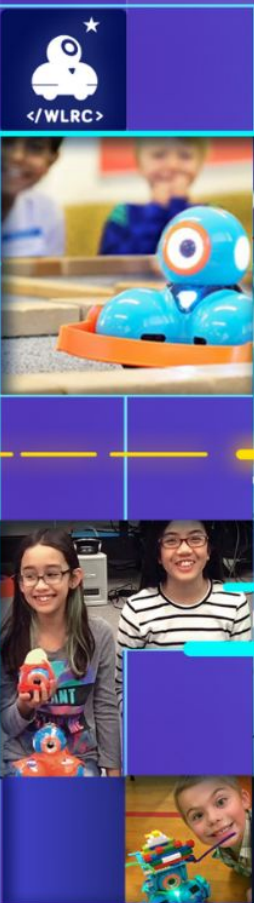
# Code From “Virtually” Anywhere! (iOS & Chrome)





# The Wonder League Robotics Competition is Included in Make Wonder

1. Five in-depth missions that promote critical thinking and collaboration
2. Self-paced and virtual. Video submissions tell the student story of discovery and problem-solving
3. A sense of community and competition enjoyed by teams in this global contest.



# Two Age Groups Compete



Kids Ages 6-8



Kids Ages 9-12

Learn more at [makewonder.com/robotics-competition](https://makewonder.com/robotics-competition)

The winning team in each division wins \$5,000 in WW products!



# Drawing

Enter to win a **Skee-Ball Set** for your Classroom.

Perfect for use with the Launcher for Dash!

