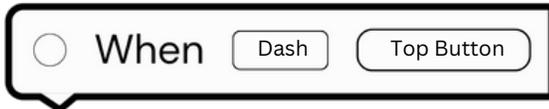


BLOCKLY SCAVENGER HUNT

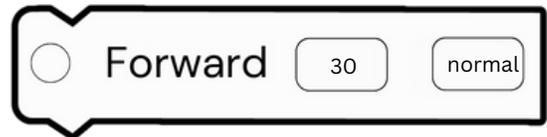
Find the blocks in each category to help you answer the questions.

START



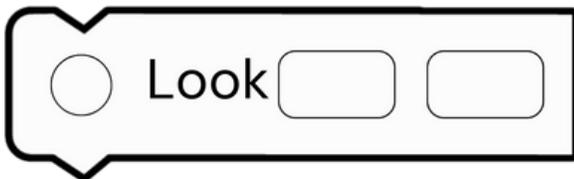
Draw three options you can choose instead of the "Top Button".

DRIVE



What is the maximum number of centimeters Dash can drive forward in one Forward block?

LOOK



Write inside the boxes to show what it would look like when Dash is looking forward.

LIGHT



What are all the colors that Dash's lights can be?

Find the blocks in each category to help you answer the questions.

SOUND



What are all the animal sounds Dash can make?

ANIMATION



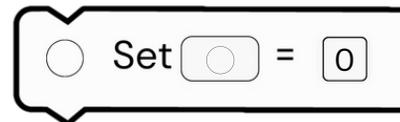
Can Dash dance forward?

CONTROL



What is the maximum number of seconds Dash can wait?

VARIABLES

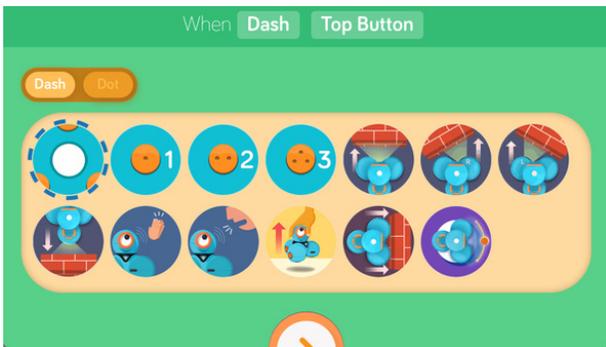
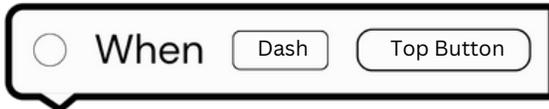


What are all the fruits that variables can represent?

BLOCKLY SCAVENGER HUNT

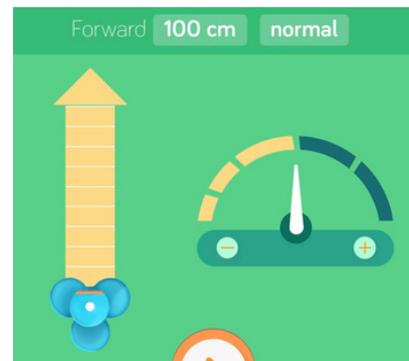
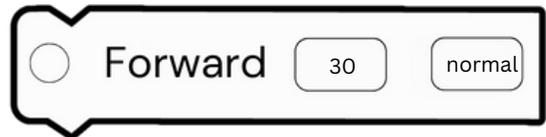
Find the blocks in each category to help you answer the questions.

START



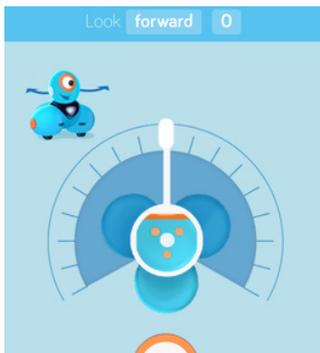
Draw and label three options you can choose instead of the "Top Button".

DRIVE



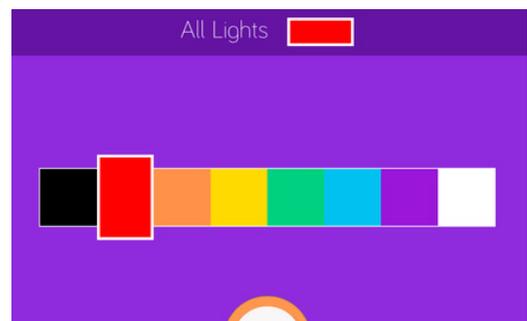
What is the maximum number of centimeters Dash can drive forward in one Forward block?

LOOK



Write inside the boxes to show what it would look like when Dash is looking forward.

LIGHT

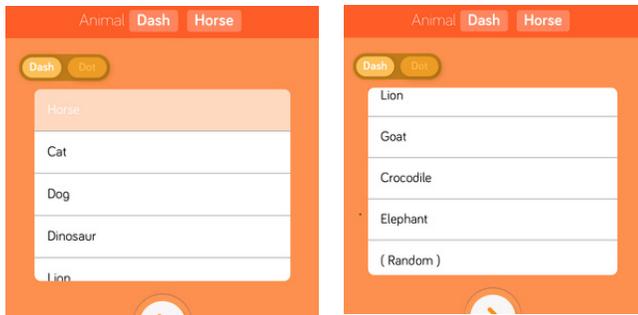


What are all the colors that Dash's lights can be?

BLOCKLY SCAVENGER HUNT

Find the blocks in each category to help you answer the questions.

SOUND



What are all the animal sounds Dash can make?

ANIMATION



No

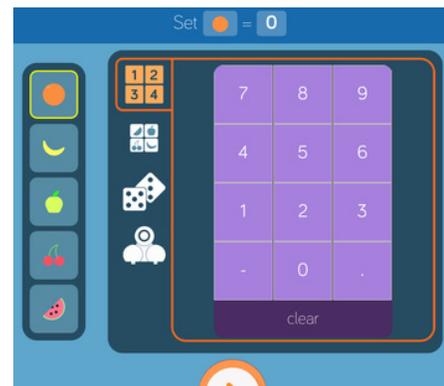
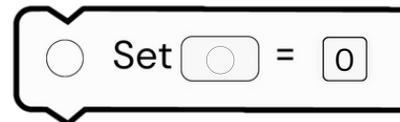
Can Dash dance forward?

CONTROL



What is the maximum number of seconds Dash can wait?

VARIABLES



What are all the fruits that variables can represent?

Bonus! Color in all of the blocks to match what they are in Blockly.

BLOCKLY PROGRAMS

Read each challenge. Then, draw which blocks you think would come next. Feel free to add color if it help you write your program. There are a lot of possibilities! Use Blockly to help you decide which blocks you want to use in your program.

1

Dash wants to move forward 30 cm. and then turn right.



When

2

Dash needs to back up 20 cm. to get away from a wall.



When

3

Dash wants to make a square by moving forward 20 cm. and then turn right, four times in a row.



When

4

Make Dash say "Hello!" and blink its lights.



When

BLOCKLY PROGRAMS

Read each challenge. Then, draw which blocks you think would come next. Feel free to add color if it help you write your program. There are a lot of possibilities! Use Blockly to help you decide which blocks you want to use in your program.

5

Dash is excited for its birthday wants to spin around and then play a sound.



When Start

6

Dash is going forward, but sees an obstacle. Dash should stop, turn left, then go forward again.



When Start

7

Dash wants to show its favorite colors in a loop 5 times; red, blue, and green.



When Start

8

Dash is making a burger. Help Dash pick up the burger with the Gripper, move forward 15 cm., and drop it.



When Start