

Road Trip!





Road Trip!

Dash needs to get to the gas station to fill up before a big road trip!



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1. To get to the gas station, Dash first needs to **drive 65 cm**. To drive a specific distance, **set** a **variable** to 65.



2. Then have Dash **drive** that distance.



3. Almost there! Now program Dash to make a **45-degree left turn**.



4. Finally, Dash needs to **drive 35 cm**. What blocks should you use?



5. Add some **animations** for when Dash arrives at the gas station!



Pump It Up!

Dash needs to fill up the gas tank before heading out on the open road!



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- Let's help Dash get ready for the road trip! Start with **2 When** blocks:



- When the **Top Button** is pressed, use a **variable** to help fill up Dash's tank,



and then use the **eye lights** to show how much gas is in the tank.



- When **Button 3** is pressed, program Dash to make an engine **sound** and **drive** the distance of the **variable**. Then **set** the variable back to **0**.

Now, play the program! Press the **Top Button** several times to fill up Dash's gas tank. Then press **Button 3** to make Dash go!



On the Road!

Dash is on the road but keeps running out of gas! How can you help Dash know when the gas in the tank is getting low?



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1. Program Dash so that pressing the **Top Button**:



- **adds** gas to the tank and **changes** the **variable** by **+13**.
- uses the **eye lights** to **show** how much gas is in the tank.

2. Then program Dash so that pressing **Button 3**:



- has Dash **drive forward 50 cm**.
- **lowers** the amount of gas in the tank and **changes** the **variable** by **-50**.
- checks to see **if** the **variable** is **<0**.



If the tank is empty, then:

- turn **off** all **lights**.
- have Dash make a warning **sound**.
- **set** the **variable** back to **0**.

Now Dash knows when the gas tank needs to be filled back up! Vroooooom!