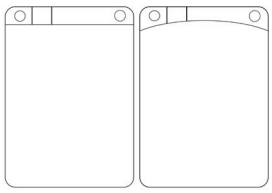
wonder workshop

dash & dot challenge cards

Dash the Collector: B 1.1 - B 1.3

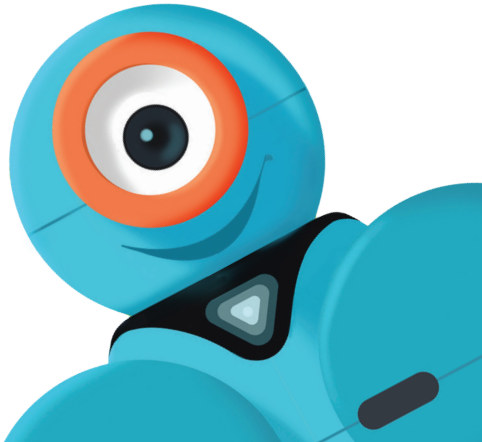
Are you ready to take on the challenge?

- Review the first **Challenge Card** in the set.
- Use one of the **Planning Worksheets** to plan out your code.
- Open the *Blockly* app.
- Complete the challenge.
- Take a video of your robot as it completes the challenge.
- Use one of the **Reflection Worksheets** to reflect on your work.
- Work through each of three **Challenge Cards** in the same way.



Bonus

You can design your own Challenge Card and have your friends try them out!



Dash the Collector

Dash is at the beach and sees a lot of beautiful seashells. Let's help Dash collect some!

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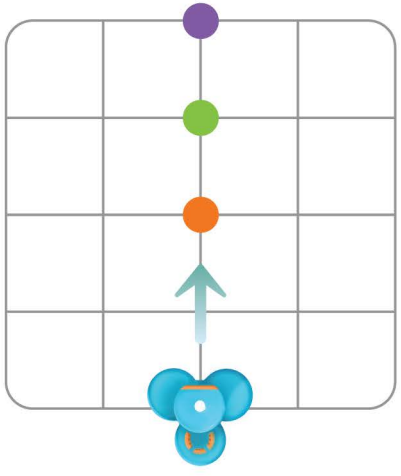
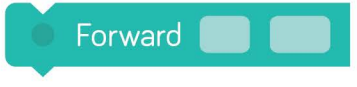
B 1.1 Sequences

Materials: 3 seashells or small toys

1. Put the **Bulldozer** on Dash.
2. Place **3 seashells** or **small toys** in a **straight line** on the floor.



3. Use **1 Forward** block to help Dash **collect** all the seashells.



4. **Record** a "Whoopee!" **sound** using the **My Sounds** block to help Dash celebrate.

It's Candy Time!

The party piñata has spilled candy all over the floor! Help Dash collect some candy, and you may just get a treat!

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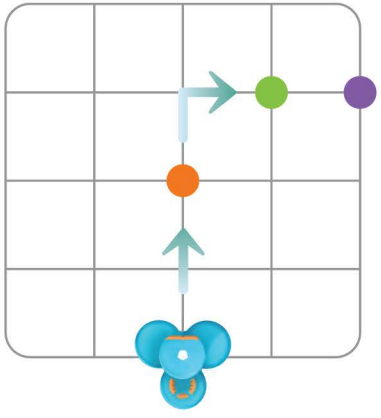
B | 1.2 | Sequences

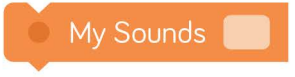
Materials: 3 pieces of candy or small toys

1. Put the **bulldozer** on Dash.
2. Place **3 pieces of candy or small toys** on the floor like in the picture below.



3. Use **Forward** and **Turn Right** blocks to help Dash collect all the candy.

4. Then **record** a "Yum, yum, yum!" **sound** using the **My Sounds** block to play after Dash collects all the candy.



B 1.3 Sequences

Egg Help!

Oh no! Some eggs fell out of a bird's nest. Let's use Dash to help collect all of the eggs.

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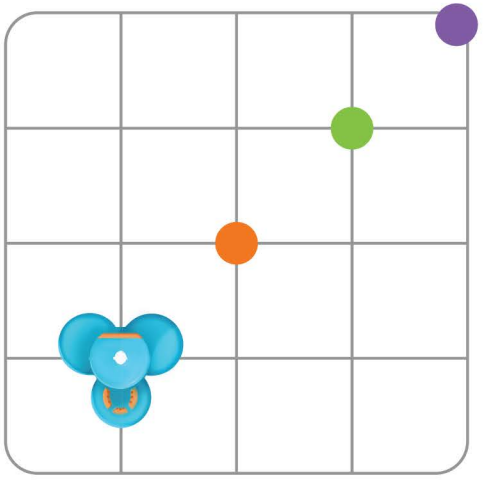
B 1.3 Sequences

Materials: 3 small toys

1. Put the **Bulldozer** on Dash.
2. Place **3 small toys** on the floor like in the picture below. These are the bird's eggs.



3. Program Dash to **move** and **collect** the 3 eggs.

BONUS Add more eggs for Dash to collect.

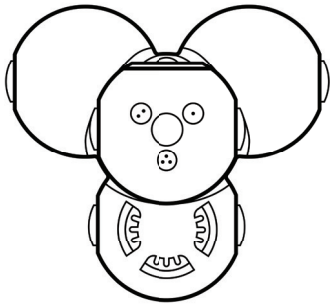
Dash Planning Worksheet

Name(s): _____ Date: _____

Coding Level: _____ Card #: _____

What do you want Dash to do?

Draw out the steps of the challenge or write a few sentences describing your goal.



General Planning Worksheet

Name(s): _____ Date: _____

Coding Level: _____ Card #: _____

1. What do you want Dash or Dot to do?

Draw out the steps of the challenge or write a few sentences describing your goal.

2. What will you do to achieve your solution?

What will each team member do? What steps will you need to take? What blocks will you use?

Reflection Worksheet

Name(s): _____ Date: _____

Coding Level: _____ Card #: _____

1. What did Dash and/or Dot do when you ran your program?

2. Did you make any mistakes? If so, how did you fix them?

Advanced Reflection Worksheet

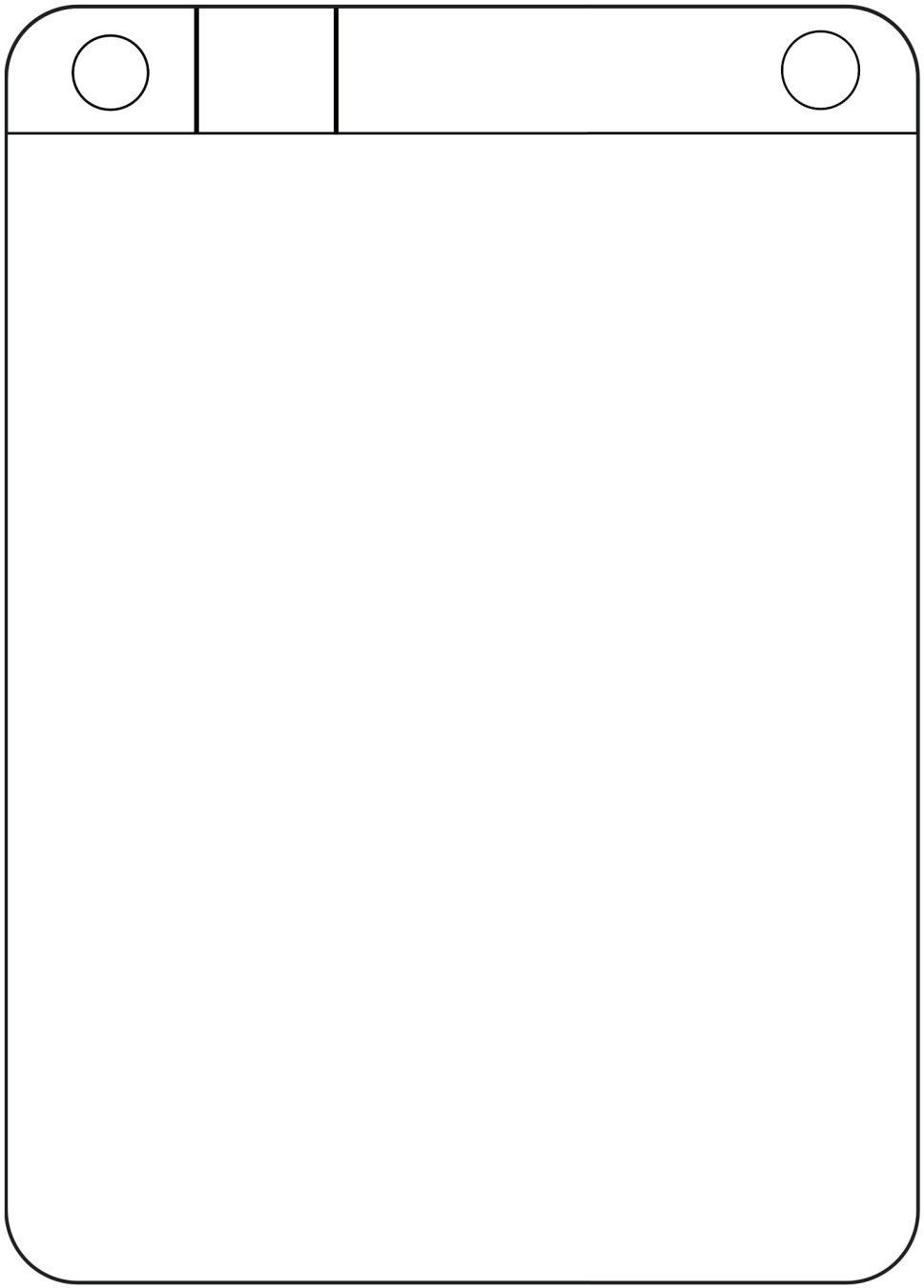
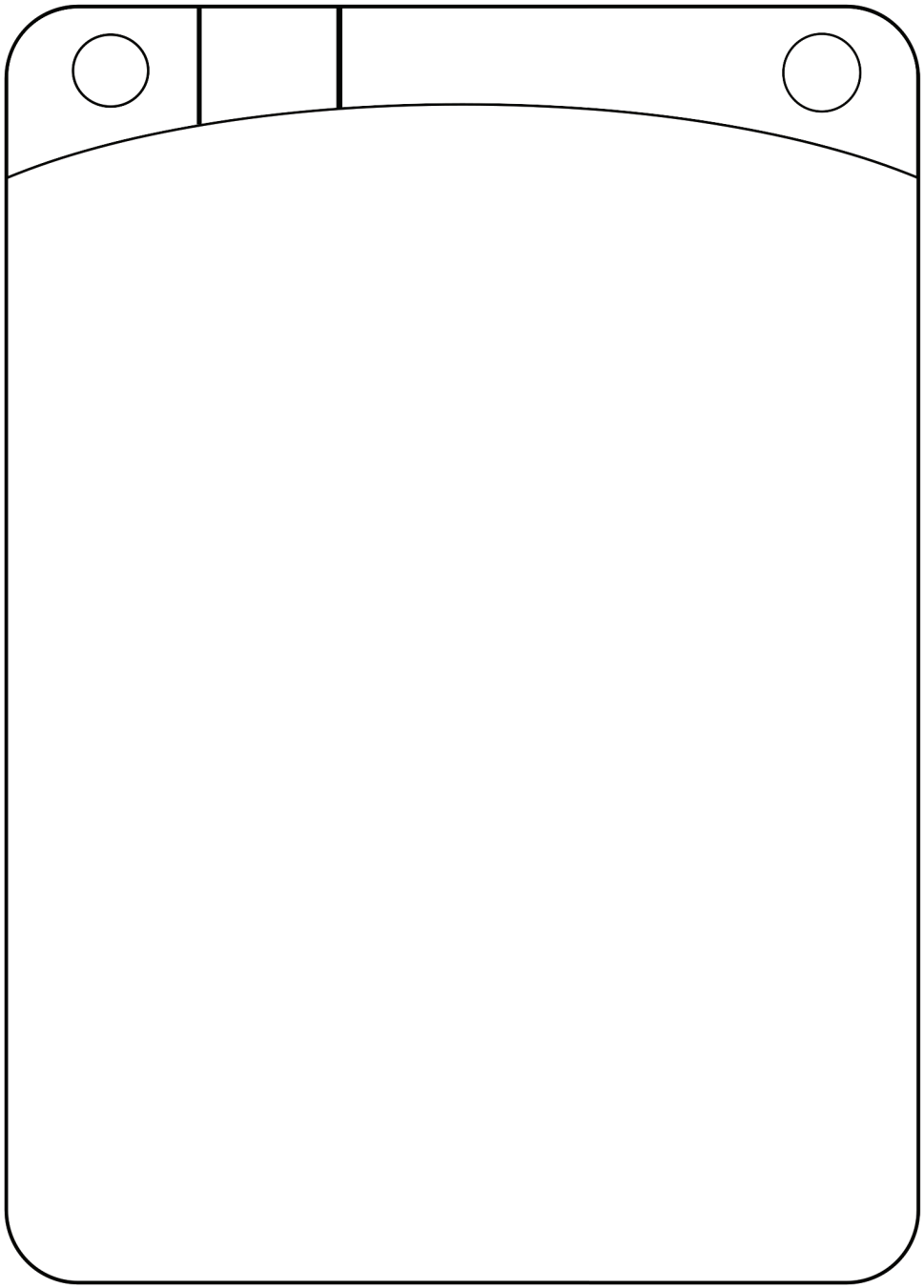
Write a reflection entry in your Wonder Journal. Try to answer these questions as part of your reflection:

Results

- What did Dash and Dot do when you ran your program?
- Did you make any mistakes? If so, how did you fix them?

Connections

- What did you like the most about this challenge? Why?
- What was the most difficult part of the challenge? What did you learn from it?

Next Steps

- If you had more time, how would you change or add to your code?
- What are you planning to do next? Will you try another Challenge Card or start a new coding project?