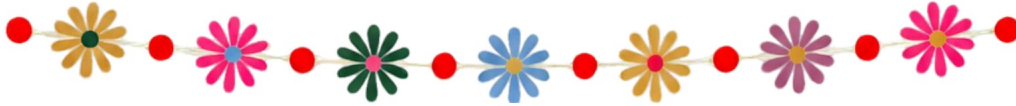


The Sugar Skull

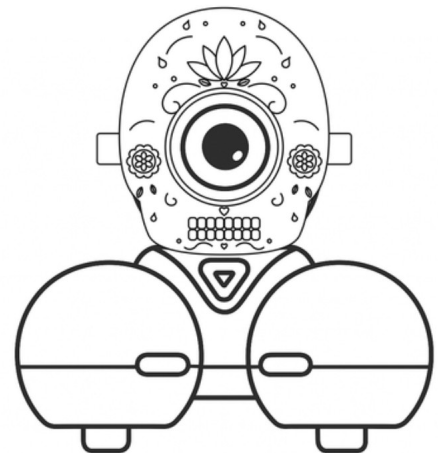


Sugar skulls, called *calaveras de azúcar*, are colorful decorations that are part of a Mexican celebration called Día de los Muertos (Day of the Dead), held each year on November 1 and 2. During this special holiday, families remember and celebrate loved ones who have passed away.

Sugar skulls are decorated with bright colors, flowers, and fun designs to celebrate life and happy memories. Even though they look like skulls, they are not meant to be scary. They are a joyful way to honor and remember the people we love.

Make Dash's calavera

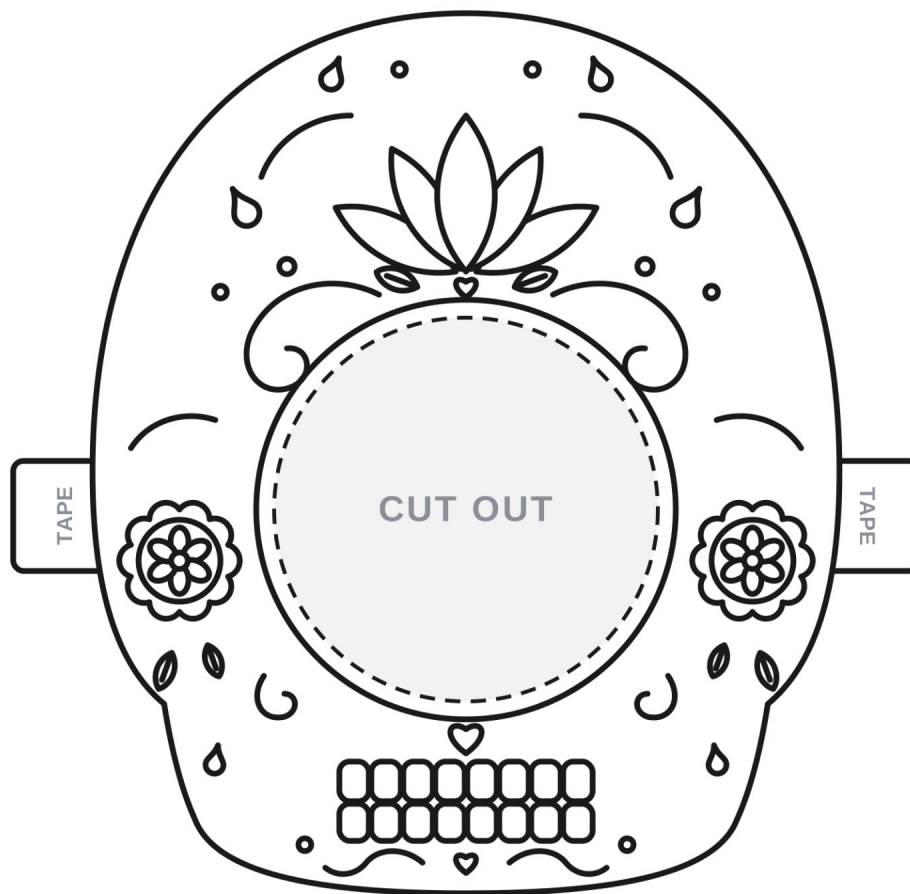
- 1 Color the sugar skull on page 2 with bright colors and your own designs.
- 2 Cut along the outer line. Then cut out the circle in the middle so Dash's eye can shine through.
- 3 Hold the skull up to Dash and check that the opening lines up with Dash's eye.
- 4 Fold the side tabs back and tape them to the sides of Dash's head with removable tape. Keep Dash's chest light uncovered.
- 5 Turn to the task cards and code Dash to celebrate with lights, sounds, and movement.



Sugar Skull Cut-Out

Print one for each Dash at actual size. Before cutting, hold the skull up to Dash to check that the eye opening lines up.

✂ Cut along the solid outer line, then cut out the dashed circle.



Celebrate Día de los Muertos with Dash

Code Dash to celebrate Día de los Muertos with lights, sounds, movement, and eye patterns.

● Orange marigolds (*cempasúchil*) are a symbol of Día de los Muertos.

✂ Cut along the dashed lines

LEVEL 1 • SEQUENCING

Hello, Dash!

Your mission: Program Dash to greet the room. Turn Dash's lights orange like a marigold, look left, look right, play a sound, and then greet everyone.

Tip: Snap your first block onto When Start, or Dash will not run it.

BLOCKS YOU WILL USE

When Start

All Lights

Look

Say

Greet

You did it when Dash does every step in the order you planned.

LEVEL 2 • LOOPS

Glow Like a Marigold

Your mission: Make Dash glow orange, then yellow, then purple, with a 1-second pause after each color. Show all three colors 3 times.

Challenge: Can you build it with only three All Lights blocks?

BLOCKS YOU WILL USE

When Start

Repeat

All Lights

Wait For

You did it when Dash shows all three colors three times, using a Repeat block.

LEVEL 3 • LOOPS + MOVEMENT

Calavera Dance

Your mission: Make Dash turn right 90°, change color, and play a sound. Do this 4 times, then finish with a dance.

Predict first: Which way will Dash face when the turns are done?

BLOCKS YOU WILL USE

When Start

Repeat

Turn Right

All Lights

Say

Dance

You did it when Dash turns all the way around and ends with a dance.

LEVEL 4 • EYE LIGHTS

Glowing Eyes

Your mission: Make Dash's eye blink 3 times. Turn on all 12 eye lights, wait 1 second, turn them all off, and wait 1 second.

Challenge: Make one light travel around Dash's eye. Light 1 is at the top, and the numbers count clockwise.

BLOCKS YOU WILL USE

When Start

Repeat

Eye Pattern

Wait For

You did it when Dash's eye blinks on and off three times.

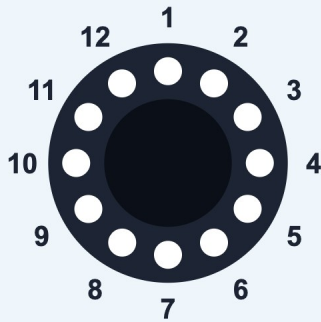
Teachers: hand out one card at a time, starting with Level 1. Solutions are on page 5.

Celebrate Día de los Muertos with Dash

Code Dash to celebrate Día de los Muertos with lights, sounds, movement, and eye patterns.

● Orange marigolds (*cempasúchil*) are a symbol of Día de los Muertos.

✂ Cut along the dashed lines



REFERENCE

Meet Dash's Eye

Dash's eye has 12 lights. In the Eye Pattern block, tap each light to turn it on or off. Light 1 is at the top, and the numbers count clockwise.

Did you know? The opening in your calavera lets Dash's eye lights shine through.

BONUS

¡Feliz Día de los Muertos!

Your mission: Record your own voice saying "¡Feliz Día de los Muertos!" as a custom sound. Add it to the end of your Level 3 program.

BLOCKS YOU WILL USE

My sounds

You did it when Dash finishes the dance and shares your greeting.

GRAND FINALE

Your Calavera Show

Your mission: Design your own show to celebrate Día de los Muertos. Use at least one Eye Pattern, one All Lights color, one Repeat loop, and one animation.

Plan first: List the order of your blocks before you start coding.

BLOCKS YOU WILL USE

When Start

Repeat

Eye Pattern

All Lights

Dance

You did it when your show uses all four, and your group can explain the order.

Teachers: share the Meet Dash's Eye card with Level 4. Solutions are on page 5.

Answer Key: Día de los Muertos with Dash

One possible solution per card. Accept any program that meets the success check.

Grades 1–5 • Time 45 to 60 minutes • Concepts sequencing, loops, and eye patterns • App Blockly

You need: Dash, a tablet or Chromebook with the Blockly app or Blockly Web (code.makewonder.com), the sugar skull from page 2, removable tape, and one set of task cards per group.

LEVEL 1 • SEQUENCING

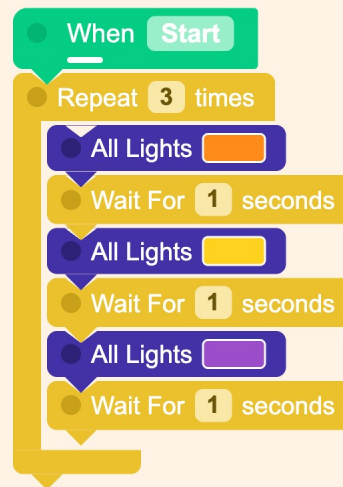
Hello, Dash!



Look for: every block snapped below When Start, in the order on the card. Fields marked “pick one” are the student’s choice.

LEVEL 2 • LOOPS

Glow Like a Marigold



Look for: the light and wait blocks placed inside Repeat. Ask students what changes if they set Repeat to 5.

LEVEL 3 • LOOPS + MOVEMENT

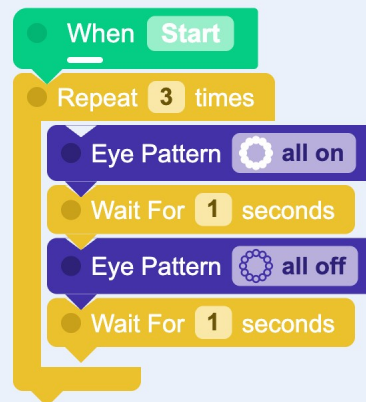
Calavera Dance



Answer: four 90° turns make a full circle, so Dash ends facing the same direction it started.

LEVEL 4 • EYE LIGHTS

Glowing Eyes



Look for: all 12 eye lights on, then all off, each followed by a wait, inside Repeat. **Challenge:** one Eye Pattern per light, such as lights 1, 4, 7, and 10, each followed by a wait.

Bonus answer

Students record the greeting, then add a My sounds block after Dance in Level 3.

Grand Finale

Answers vary. Each show needs an Eye Pattern, All Lights, Repeat, and an animation.

Debug tip

Nothing happening? Check that the first block is snapped onto When Start.