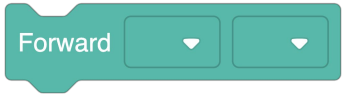
CHALLENGE 1: STOP LIGHT

1. Make Dash turn **yellow**.

2. Make Dash turn **red**.

3. Make Dash turn **green.**

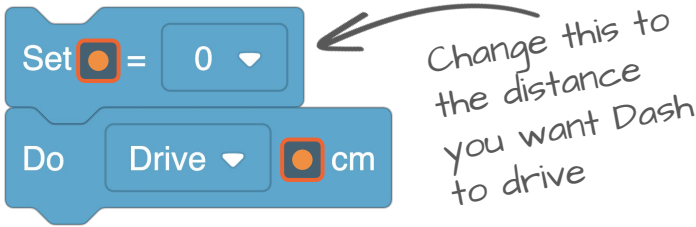
4. Make Dash drive 4 x 5 = ____ cm.



CHALLENGE 2: SEVENS

1. Dash wants to drive 7 x 7 = _____ cm (7 is Dash's lucky number). We can't do that with the green **Forward** block!

   To make Dash drive distances that are not multiples of 10, use these two blocks from the **variables** category:

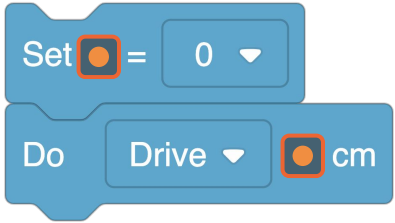


CHALLENGE 3: MONSTER DEFENSE

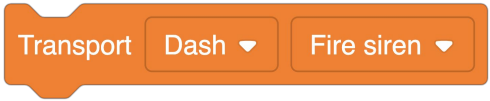
1. Put Dash on the floor.

2. Put your monster 6 x 4 = _____ cm away from Dash.

3. Make Dash drive to the monster.



4. Have Dash make a **sound** to scare the monster away.



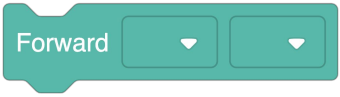
CHALLENGE 4: GUARDING THE MONSTER

1. Put Dash **near** the **monster**.

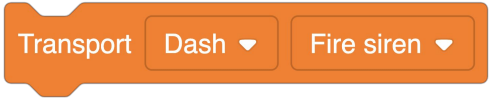
2. Make Dash move in a **square** around the monster. Each side of the square should

   be 6 x 5 = _____ cm long.

3. You will need to use these blocks:



4. Have Dash make a **sound** after every **right turn**.

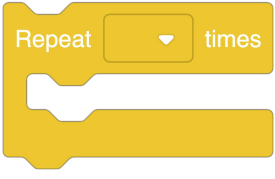


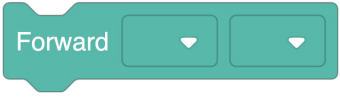
CHALLENGE 5: LOOPY SQUARE

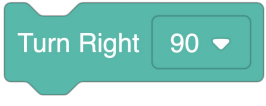
1. Put Dash **near** the **monster**.

2. How can you program Dash to make a square around the monster using **only these 3 blocks**? Each side of the square

   should be 8 x 5 = _____ cm







CHALLENGE 6: RIDE HOME

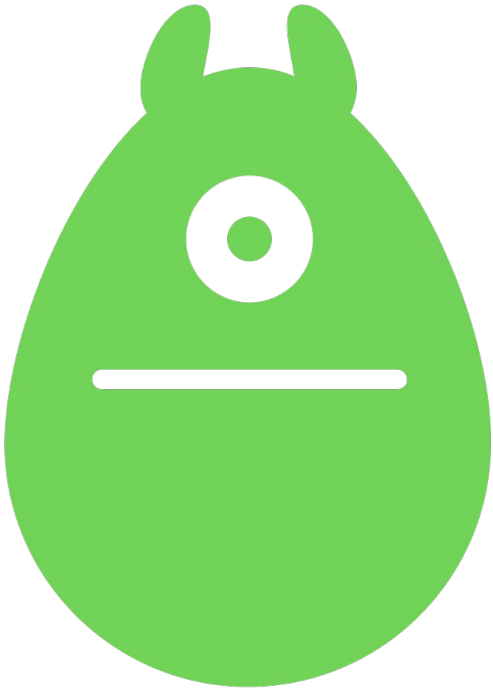
It turns out the monster didn't want to scare anyone. It just needed a ride home! Program Dash to take the monster home:

1. Drive **forward** 8 x 4 = _____ cm.

2. Turn **right** 90 degrees.

3. Drive **forward** 9 x 6 = _____ cm.

4. Too far! Drive **backward** 3 x 9 = ____ cm. Hint: use a negative number to drive backwards.

5. Turn **left** 90 degrees.

6. Drive **forward** 7 x 9 = _____ cm.