

A

2.4

Sequences



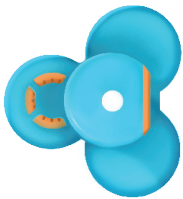
# Dash Saves the Day!

An angry monster wants  
to eat Dash's toy.  
Dash needs to save the toy.





Materials: 1 small toy



1. Put the **toy far away** from Dash.
2. Have Dash face the toy.
3. Use this **Forward** block to help Dash get to the toy:



4. Then have Dash scare away the monster by making this **sound**:



Move the toy to a different place. Have Dash save the toy again!