

B

2.6

Loops



Dash's Trash

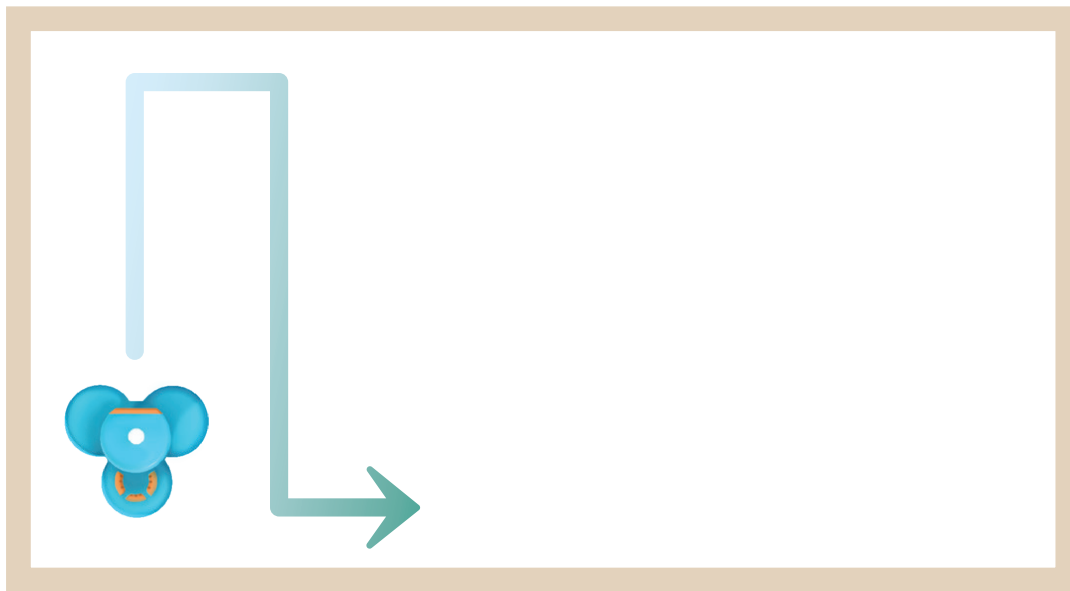
Dash needs to look in every
part of the lake for trash.
Dash can't leave any trash behind!





Materials: tape, ruler

1. Use **tape** to make a **rectangle** on the floor. This is the lake. Place Dash in **one corner** of the lake.



2. Help Dash move **back and forth** across the lake. Dash must drive over the entire lake in order to find all the trash.
3. Hint: You will need a **Repeat** block.



Add **light, sound, and animation** blocks to create a **happy dance** for Dash when the lake has been cleaned up.