

D

2.3

Events



The Big Event!

Thanks to Dot, Dash is now ready
for the big event: to find you!





1. Sit on the floor.
2. **Record** and program Dash to **call out, "Marco!"**

My Sounds #1

3. When you **call out "Polo,"** have Dash **turn to your voice.** Then have Dash **move forward** towards you.



4. Make sure Dash keeps looking until you are found!

Forward

Turn to Voice

5. Hint: You may need **more than 1 sound** block.



When Dash finds you, have Dash **dance and cheer!**