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3.1

Conditionals



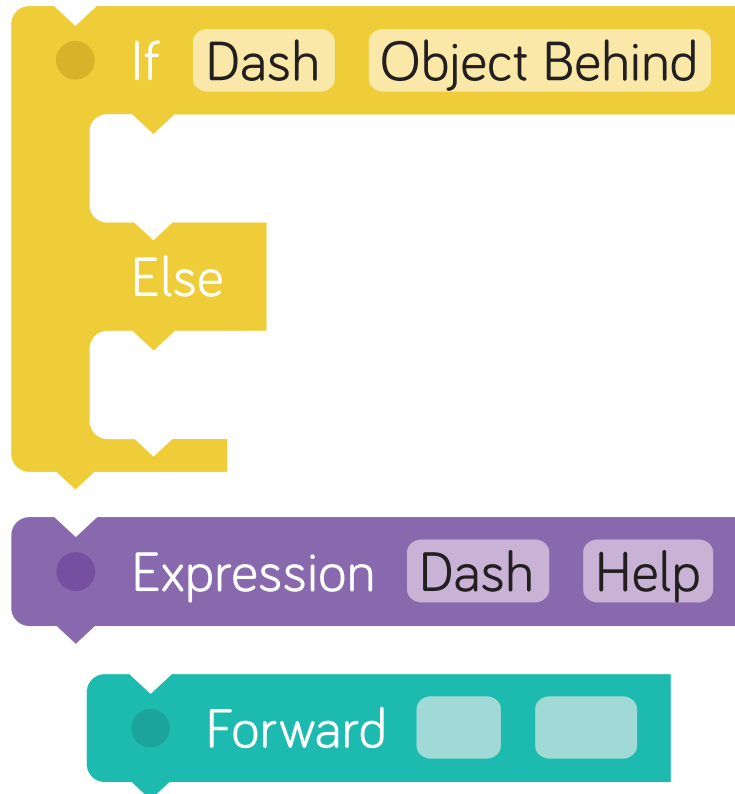
# Fire Monster!

Dash looks around and sees a Fire Monster! What should Dash do?





1. **If** there is a Fire Monster behind Dash, have Dash scream for **help** and **drive away** really fast!



2. **If** there is **not** a Fire Monster behind Dash, have Dash **whistle** and wander around.



Use your own combination of **sound** and **drive** blocks to have Dash ask for help!