

D

3.2

Conditionals



Big and Scary!

A Fire Monster roars at Dash!
Dash has to look big and scary to try
to make the Fire Monster go away.





1. **You** are the Fire Monster. **If** Dash **hears** a loud **roar**, use **light**, **sound**, and **drive** blocks so that Dash can try to scare the Fire Monster away.

The image shows a Scratch code block structure for a conditional statement. It starts with a purple 'Eye Pattern' block. Below it is a yellow 'If' block with 'Dash' and 'Hear Voice' selected. The 'If' block has an 'Else' block attached to its side. To the right of the 'If' block is an orange 'Animal' block. Below the 'If' block is a teal 'Set Wheel Speed' block with 'Left' and 'Right' options, each with two input fields.

2. **If** Dash does **not hear** a loud **roar**, have Dash **whistle** and relax.

The image shows a purple 'Expression' block with two empty input fields.



Add another **If** block. What happens if Dash gets picked up by the Fire Monster?