

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.

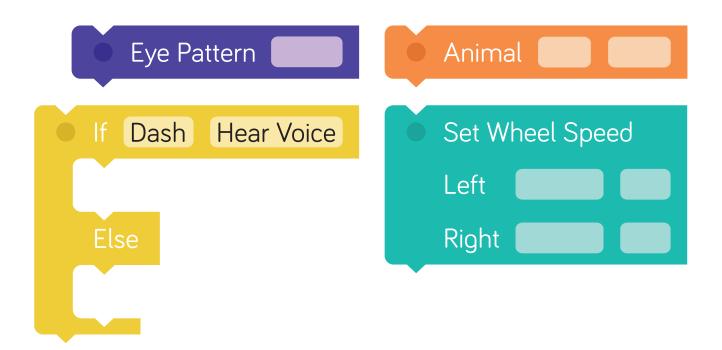


D 3.

3.2 | Conditionals



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.



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





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