## D 3.5 Conditionals



## Dash's Escape!

Dash ran away from the Dot monster and accidentally headed into a scarrrrrryyy forest. Help Dash find a way out of the forest!

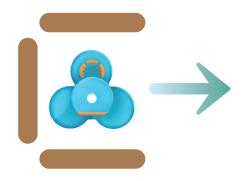


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## D 3.5 Conditionals

Materials: 3 blocks or books

1. Put the **blocks** or **books** around Dash. These are the trees in the scarrryy forest. Have Dash face one of the trees.



2. Program Dash to keep **turning** until Dash finds the way out! You may need to use a few **If** blocks.



Make sure your program works even when Dash is facing a different tree.

3. Once Dash finds the way out, program Dash to drive away **really fast**!