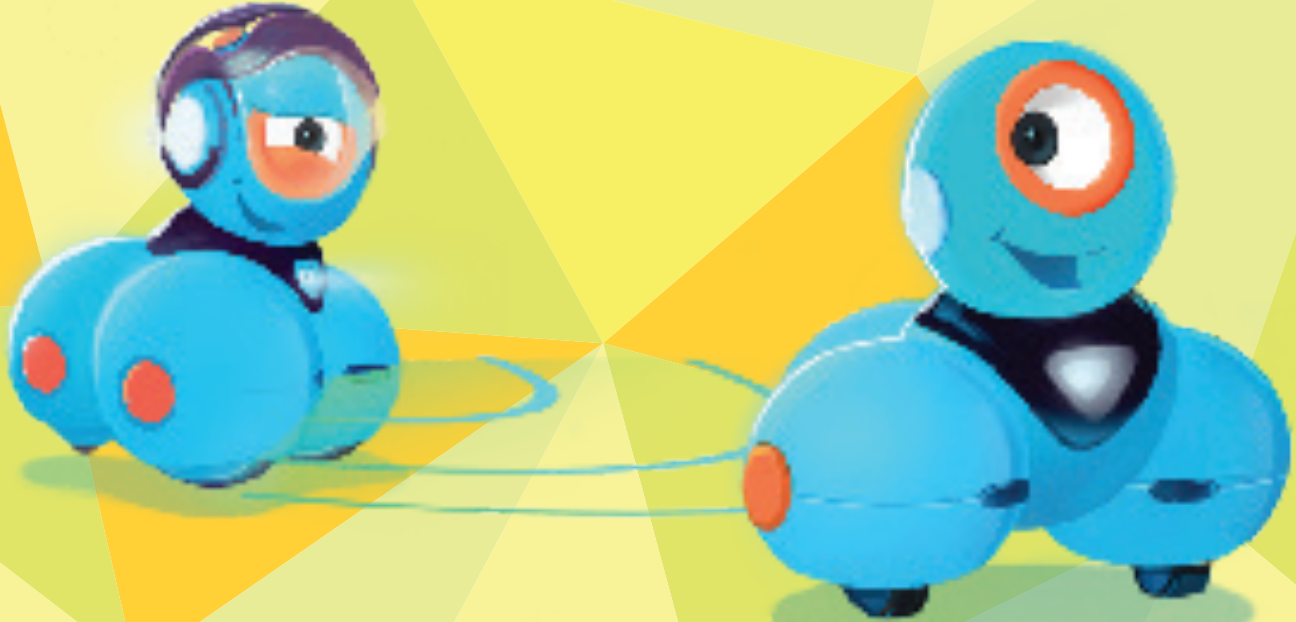


E

2.1

Conditionals



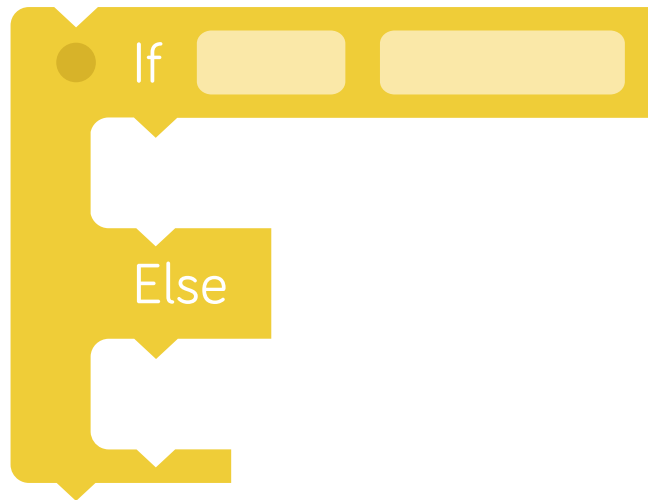
# Follow the Leader

Dash wants to play Follow the Leader.  
Lead the way, Dash!





1. Dash wants you to follow! Add an **If/Else** block.



2. **If** Dash senses you are following, Dash will **drive 50 cm forward** really fast.



3. **If** Dash **does not** sense you following, Dash will **wait** until you get closer.



4. Put your entire program in a **Repeat Forever** block.



Have Dash make **turns** and **spins** for you to follow.