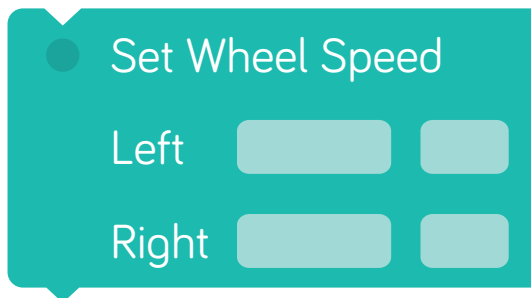# Dog Trainer

Dash is acting like a puppy
and you are the trainer.
Train Dash to turn in a circle!

wonder
workshop

1. Create a **function** to teach Dash to drive in a **circle**. Give the function a name (such as **FCircle**).

Function FCircle

2. Put a **Set Wheel Speed** block, a **sound** block, and a **Stop Wheels** block **inside** the **function**.

Set Wheel Speed

Left

Right

Animal Dash Dog

Stop Wheels

3. Under the **When Start** block, **Call** the **Circle Function**.

Call FCircle

4. Add some **lights** and **sounds** to give Dash praise for doing a good job!

5. Then **Call** the **Circle Function** again so that Dash gets more practice.

Call Function