

E

3.6

Functions



Obstacle Course!

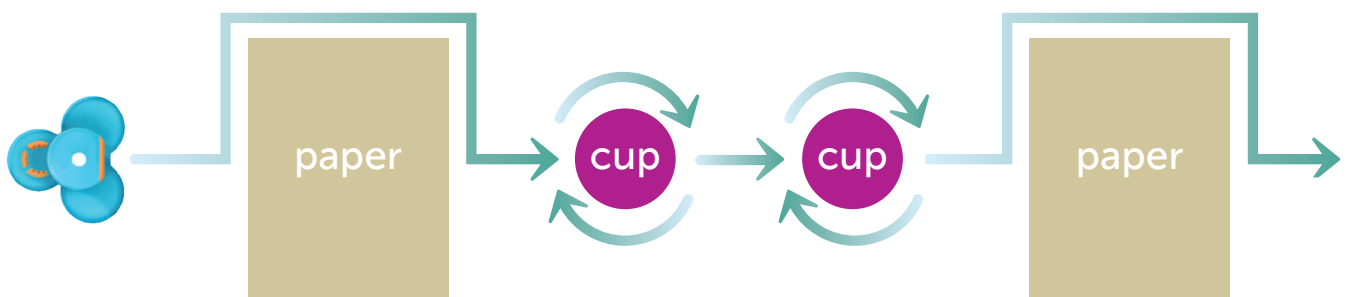
Many animal trainers challenge their pets by having them go through obstacle courses. Now it's Dash's turn!





Materials: 2 sheets of paper, 2 cups, tape, ruler

1. Use **cups** and **paper** to set up **4 obstacles**. Place the obstacles **30 cm apart** and set Dash **in front of** them. Use **tape** to mark each obstacle's location and Dash's starting spot.



2. Program Dash to go through the obstacle course using **2 functions**—one for each obstacle type.

Hint: You will need to **call** each function **multiple times**.



Add more obstacles to the course or change the order of the obstacles.