



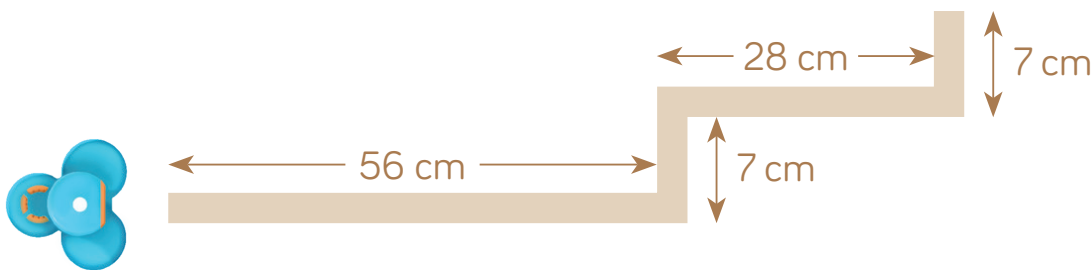
Lucky 7's

Dash is superstitious and doesn't like the number 7. Let's show Dash how 7 can be a great (and useful) number!

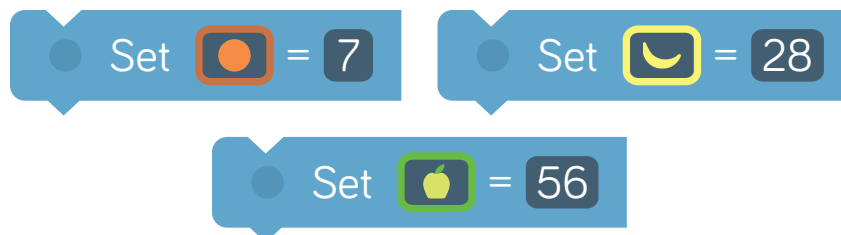


Materials: tape, ruler

1. To help Dash learn to like the number 7, create a maze where all the **distances** from point to point are **multiples of 7**.



2. **Set** one **variable** to **7**, another to **28**, and one more to **56**.



3. Use the **Drive** and **Turn** blocks to help get Dash through the maze.

