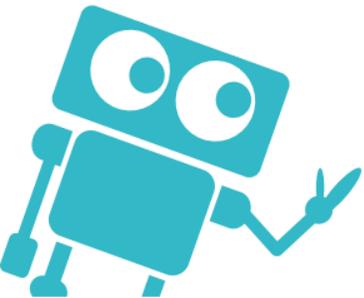


T

Tinker

3

Points



Wonder Workshop Dash Party

Code a dance party for Dash.
Don't forget to add lights!

MackinMaker

T

Tinker

3

Points

Materials:

- Wonder Workshop Dash Robot
 - iOS, Kindle, Chromebook, or Android Device with the app “Blockly for Dash + Dot” and/or “Path for Dash”
-

Quick Start:

1. Grab a Dash robot and a Dash-compatible device.
 2. Use the app “Blockly” to code different dance moves within the Animation tab.
 3. Add eye patterns and program lights in the Light tab.
 4. Can you play music and program Dash to start dancing when it starts?
-

Hints and Tips:

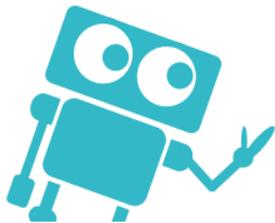
- Within the Animation tab, you can use the block “Dance” or “Race” as a part of Dash’s dance routine. Find additional “dance moves” in the Drive tab.

- Code Dash around obstacles that would impede the dance routine with the block “if obstacle in front” within the control tab.
 - To get Dash to begin dancing only after hearing music, use the block “if Dash hear voice” within the Control tab.
-

Extended Challenges

Music: Code Dash to dance to different types of music throughout history (disco, polka, classical, etc.).

Physical Education: Dance with Dash. Can you practice a coordinated dance routine?





Skill-Up



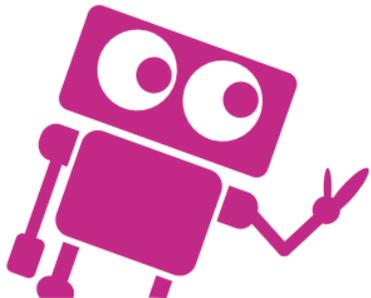
Points

Wonder Workshop

Dash-ing Around the Obstacles

Place obstacles around your space, and then use the app “Blockly for Dash + Dot” or “Path for Dash” to code Dash around them.

MackinMaker



S

Skill-Up

9

Points

Materials:

- Wonder Workshop Dash Robot
 - iOS, Kindle, Chromebook, or Android Device with the app “Blockly for Dash + Dot” and/or “Path for Dash.”
 - Materials for the obstacle course
-

Quick Start:

1. Grab a Dash robot and a Dash-compatible device.
2. Use any materials you can find to set up obstacles.
3. Create a new program in either the app “Blockly for Dash + Dot” (block coding) or “Path for Dash” (draw coding).
4. Code Dash to avoid hitting the obstacles. Use trial and error to test your coding skills.

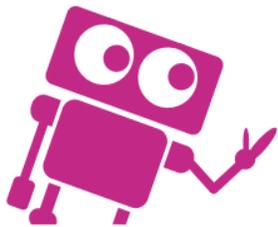
Hints and Tips:

- Good objects to use as obstacles might include books, building blocks, binders, or boxes of any size.
 - Instead of coding the whole program at once, code a little at a time and then test to make sure the code is successful.
 - Use the control “If Dash Obstacle in front” to help navigate Dash around the objects.
-

Extended Challenges

Computer Science: Completed your first obstacle course? Add more obstacles or change up your path for an added challenge!

English/Language Arts: Make or use obstacles that represent different events in a story of your choice. Code Dash to help tell the story.

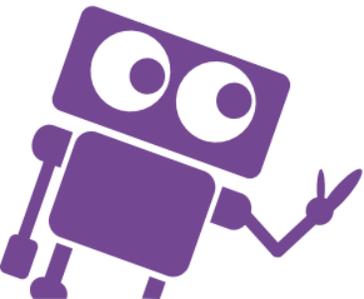


D

Design

12

Points



Wonder Workshop Dressing Up Dash

Engineer a themed outfit or costume for Dash. How will you program Dash to match the costume you have created?

MackinMaker

D
Skill-Up

12
Points

Materials:

- Wonder Workshop Dash Robot
- iOS, Kindle, Chromebook, or Android Device with the app “Blockly for Dash + Dot” and/or “Path for Dash”
- Markers
- Paper
- LEGO®s and/or

Quick Start:

1. Grab a Dash robot and a Dash-compatible device.
2. Brainstorm design ideas. Will you pick a famous person from history? A character in one of your favorite stories? An animal?
3. Use additional supplies of your choice to engineer a costume for Dash.
4. Program Dash in an app of your choice to support the costume you have created. Can others correctly guess who/what Dash is dressed as?

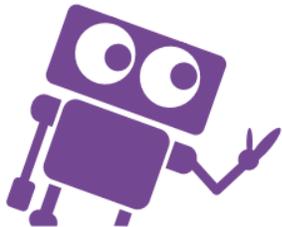
Hints and Tips:

- The brick connectors might be helpful to use to design part of Dash’s costume!
- Record anything you want Dash to say by clicking on the “My sounds” block in the Sounds tab

Extended Challenges

Music: Choose your favorite musician and create a costume that you think they would wear. Code dance moves and record facts about them that you can program Dash to repeat.

Social Studies: Research a famous leader from history. Create a costume based on the time they lived in, and record facts that you learned. Program Dash to teach others in your class.





G

Global



17

Points

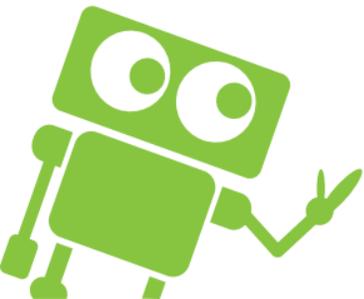
Wonder Workshop

Conversations with Dash

Program Dash to have a conversation with you! Code Dash to make eye contact with you while you talk too!



MackinMaker





Global

17

Points

Materials:

- Wonder Workshop Dash Robot
 - iOS, Kindle, Chromebook, or Android Device with the app “Blockly for Dash + Dot” and/or “Path for Dash”
-

Quick Start:

1. Grab a Dash robot and a Dash-compatible device.
2. Use the app “Blockly” to code Dash to have a conversation with you.
3. Record responses that you want Dash to say by clicking on the “My sounds” block in the Sounds tab.
4. Will you tell a joke? Will you ask about the weather? Will Dash tell you a secret? Be creative with your conversation.

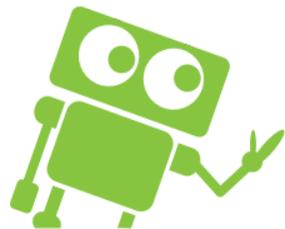
Hints and Tips:

- Use the “Look towards voice” block in the Voice tab to get Dash to look your way when you speak.
 - Don’t forget to use the block “Wait for Dash hear voice” in the Control tab to make sure Dash doesn’t interrupt you!
-

Extended Challenges

World Language: Can you use Dash to practice a conversation in another language?

Social Studies: Pretend Dash is a famous person from history. What you would ask that person, and how would they respond? Code Dash to have this historical conversation.



1

Innovator

25

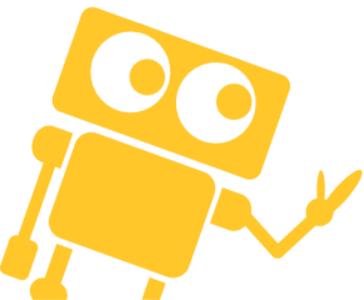
Points

Wonder Workshop

Clean Up with Dash

Build a contraption that allows Dash to move something around. What can you code Dash to move?

MackinMaker





Materials:

- 3Wonder Workshop Dash Robot
- OS, Kindle, Chromebook, or Android Device with the app “Blockly for Dash + Dot” and/or “Path for Dash”
- Paper
- LEGO®s and/or additional materials of your choice to build on Dash

Quick Start:

1. Grab a Dash robot and a Dash-compatible device.
2. Use LEGO®s and/or other materials to build a device that allows Dash to move things around.
3. Don't forget to test your design! What can you code Dash to do?

Hints and Tips:

- The two brick connectors help you build off Dash. You attach them by snapping them into place on either side of Dash.

- Dash can make sudden movements, so the marker will need to be very secure. Brainstorm materials that might help to reinforce your contraption.
- Dash likes to look down a lot which can make writing more difficult. Use the “Look up” block in the Look tab to help control what Dash creates.

Extended Challenges

Science: Once you've had success moving one object, find a larger object to try to move. Does your contraption work? If not, keep building.

Science: Work on making Dash move objects to specific spots on the ground. Keep tweaking the code until you get it right.

