wonder

workshop

Secret Code Challenge

Activity Guide

Secret Code Challenge

Club Leader Notes

Enter the secret code
to rescue your Dash robot.

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Objectives

Kids will:

- Learn how to use Dash's buttons to create an "enter the code" game.
- Learn about sequencing.

Materials & Prep

Required

Dash

Time Required

30 minutes

Concepts Covered

- Sequences
- Conditional Statements
- Cues and Behaviors

1	Button 1 Pressed
2	Button 2 Pressed
3	Button 3 Pressed
	Custom Sound
	Sound: FX
	Do Nothing
	Moving Basics
	Sound: Happy

Warm Up

- Practice creating simple programs using the button cues.
- Show these videos to any Wonder beginners:

  ▶ All About Cues

  ▶ Creating & Deleting States

  ▶ The Obstacle Seen cue

Secret Code Challenge

Club Leader Notes

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Level 1

Enter the first code (1 button) to disarm the alarm on the robot. If you push the wrong button, Dash's alarm should go off! If you push the right button, you hear the alarm being disabled!

- Download the starter program using this key: **ju9a**

- Notice that if you press **Button 1**, Dash makes the **Boing!** sound, and if you press **Button 2**, Dash makes the **Siren** sound!

- Add more to the program so that when you press **Button 3**, Dash makes the same **Siren** sound.

- **Example solution:** **gmaj**

Level 2

Enter the second code (2 buttons in the correct order) to bring the robot back to life.

- Create a program that requires you to push 2 buttons in the correct order for Dash to greet you.

- If you push a button out of order, Dash's alarm should sound.

- **Example solution:** **33gb**

Level 3

Enter the third code (3 buttons in the correct order) to hear the robot's secret message.

- Record a secret message as a **Custom Sound**.

- Create a program that requires you to push 3 buttons in the correct order for Dash to deliver the custom sound.

- If you push a button out of order, Dash's alarm should go off, and Dash should spin around using the **Moving Basics** behavior.

- **Example solution:** **cfwr**

Notes:

Secret Code Challenge

Activity Sheet

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Level 1

Enter the first code (1 button) to disarm the alarm on the robot. If you push the wrong button, Dash's alarm should go off!

- ☐ Download the starter program using this key: **ju9a**
- ☐ Add more to the program so that if you press Button 3, Dash's alarm goes off!
- ☐ Run the program! Test it by entering the right button--or the wrong one!

Try these behaviors and cues:

Level 2

Enter the second code (2 buttons in the correct order) to bring the robot back to life.

- ☐ Program Dash to greet you when you push 2 buttons in the correct order.
- ☐ Add to the program so that if you push the wrong button, Dash's alarm goes off!
- ☐ Run the program. Test it yourself, or have an unsuspecting friend try it out!

Try these behaviors and cues:

Level 3

Enter the third code (3 buttons in the correct order) to hear the robot's secret message.

- ☐ Record a secret message as a **Custom Sound**.
- ☐ Program Dash to say the secret message when you push 3 buttons in the correct order.
- ☐ Add to the program so that if you push the wrong button, Dash's alarm goes off and Dash spins around fast!

Try these behaviors and cues: