wonder

workshop

Zoo Party Challenge

Activity Guide

Zoo Party Challenge

Club Leader Notes

Transform Dash and Dot into zoo animals!
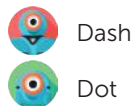
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Objectives

Kids will:

- Discuss ways to use their robots' sounds, movements, and lights to transform them into animals.

- Learn to program Dash to respond to cues.

- Practice using Dot Seen, Obstacle Seen, and Branching.

Time Required
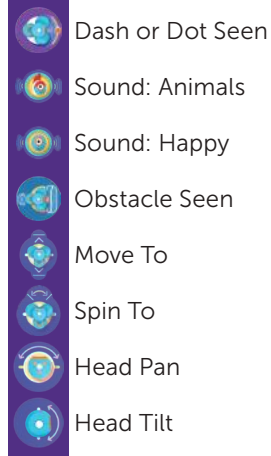
🕐 30 minutes

Materials & Prep

Required

🔴 Dash

🔵 Dot

Optional

- Craft materials for animal costumes, zoo habitats, and accessories.

Concepts Covered

- Sequences

- Conditional Statements

- Cues and Behaviors

  - Dash or Dot Seen

  - Sound: Animals

  - Sound: Happy

  - Obstacle Seen

  - Move To

  - Spin To

  - Head Pan

  - Head Tilt

Warm Up

- Show these videos to any Wonder beginners:

  - ▶ All About Cues

  - ▶ Creating & Deleting States

  - ▶ The Dash or Dot Seen Cue

- Ask the kids to explore the sounds and animations in Wonder, especially the animal sounds. Prompt them to decide which animal they want Dash to become.

Zoo Party Challenge

Club Leader Notes

Transform Dash and Dot into zoo animals!

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Level 1

Turn Dash and Dot into animals, and then make Dash react when seeing Dot.

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

- In the program, Dash will act like a duck when seeing Dot. Change the program to make Dash sound like a different animal instead.

- Use the key **qdeh** to see an example of a simple program of Dash as a lion reacting when seeing Dot.

Level 2

Turn Dash and Dot into animals, and then make Dash react when seeing Dot. Then Dash should start imitating Dot.

- Transform Dash and Dot into animals of your choice using animal sounds and movements.

- Use the **Dash or Dot Seen** cue in your Dash program and make Dash react when seeing Dot.

- Add to the program so that after Dash sees Dot, Dash starts imitating Dot. For example, if Dash is a lion and Dot is a chicken, Dash should start acting like a chicken after seeing Dot.

- Remember that Dash can detect Dot, but Dot can't detect Dash.

Example solutions:

Program **unel** transforms Dot into a duck.

Program **kkee** makes Dash the lion start acting like a duck after seeing Dot.

Level 3

Party time! Work with other kids and their robots to make all the robots see and react to one another.

- Program multiple robots to act like different animals and respond to one another in fun ways.

- This activity works best if the programs are loaded onto the robots. You start the program by pressing the robot's top button.

- Dash robots can detect Dot or other Dash robots. The kids should be able to come up with some pretty creative reactions to program on their robots.

- Try a variety of behaviors and cues to bring the animals to life.

- Example solution (Dash reacting to another Dash): **4xtd**

Tips

- You can program Dash to react when seeing another robot, including Dot, by using the **Dash or Dot Seen** cue.

- Have the kids work solo or break into small groups, each assigned to program their own animal. Then have the kids bring the animals together to form a zoo.

Notes:

Zoo Party Challenge

Activity Sheet

Transform Dash and Dot into zoo animals!

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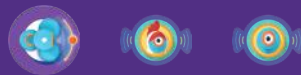## Level 1

Turn Dash and Dot into animals, and then make Dash react when seeing Dot.

kthj

- [ ] Download the starter program using this key:
- [ ] Change the **animal sound** Dash makes when you run the program.
- [ ] Run the program and put Dot (turned on!) in front of Dash to test it.

Level 2

Turn Dash and Dot into animals. After Dash sees Dot, Dash should start imitating Dot.

- [ ] Transform Dash and Dot into animals of your choice.
- [ ] Use the **Dash or Dot Seen** cue in your Dash program and make Dash react when seeing Dot.
- [ ] Add to the program so that after Dash sees Dot, Dash starts imitating Dot. For example, if Dash is a lion and Dot is a chicken, Dash should start acting like a chicken after seeing Dot.
- [ ] Remember that Dash can detect Dot, but Dot can't detect Dash.

Try these behaviors and cues:

Level 3

The zoo animals need more friends! Work with the other kids to make your robots and their programs interact with each other in interesting ways.

- [ ] Create programs for all of the Dash and Dot robots in your club.
- [ ] Test the programs to make sure the robots interact the way you want when you put them close together.
- [ ] Set up your zoo the way you want it.
- [ ] Run all the animal programs.
- [ ] Step back and watch the craziness!

Try these behaviors and cues:

Ideas

- Try loading your programs onto the robots so that you don't need to use the app to run them.
- If your cues start to interfere with one another, take some cues out and keep the program simple.