

Activity Guide

























Club Leader Notes

Transform Dash into a police officer and stop the fugitive Dot!



Objectives

Kids will:

- Learn new ways to program Dash to see and react to Dot.
- Create conditional statements using Wonder.
- Learn how to program complex searching behaviors for Dash.

Materials & Prep

Required





Dot

Optional

• Decorations and/or props for the police officer and fugitive.

Time Required



Concepts Covered

- Sequences
- · Conditional Statements
- Beacon
- Cues and Behaviors



Dash or Dot Seen



Move To



Spin To



Move



Light: Blue



Light: Red



Moving Basics



Stop Wait



Head Pan



Instant



- Practice using the **Dash or Dot Seen** cue. The beacon only works if Dot is turned on, but Dot doesn't need to be paired to the app.
- Show these videos to any Wonder beginners:
- All About Cues
- Creating & Deleting States
- The Dash or Dot Seen Cue
- The Move and Stop Behaviors

Club Leader Notes

Transform Dash into a police officer and stop the fugitive Dot!







Officer Dash finds the fugitive Dot and blasts the siren.

- Download the starter program using this key: kfmw
- Make sure Dot is turned on and placed in Dash's direct path (at least 3 feet away). Then run the program on Dash.
- Dash will move forward until detecting Dot and blasting the siren.



Officer Dash finds the fugitive Dot on top of a short tower and blasts the siren, then rams into the tower to knock it down.

- Put Dot on top of a tower made of blocks or something else Dash can easily knock down. Encourage the kids to experiment with the height of the tower. If the tower is much taller than Dash, Dash won't be able to see Dot.
- · Program Dash to move forward until seeing Dot.
- When Dash sees Dot, Dash should stop and blast the siren for 3 seconds.
- Then Dash should ram the tower.
- Example solution: gr4v



Move the fugitive Dot to a random spot on the floor. Once Officer Dash finds the fugitive, Dash will patrol in a circle around Dot.

- Change the program so that Dash moves around the floor in different directions, constantly searching for Dot. The Moving Basics behavior is useful here.
- It's helpful to stack 2 cues to get Dash out of the spin after 3 seconds or when Dot is spotted. See the solution program to see how to set this up.
- When Dash finds Dot, Dash should move in a circle around Dot and blast the siren while flashing the blue and red lights.
- Example solution: vppe



• This activity works best when Dot is face up.

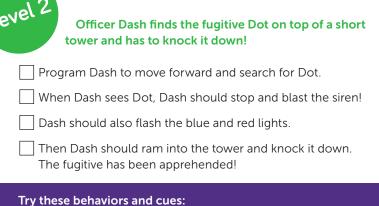


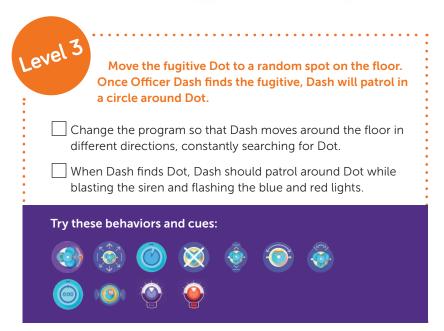
Transform Dash into a police officer and stop the fugitive Dot!

v.' wonder

Activity Sheet









- Try loading your program onto Dash so that you don't need to use the app to run it.
- Don't make the tower too tall, or Dash won't be able to see Dot!