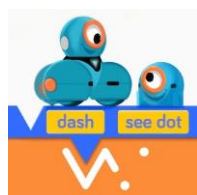




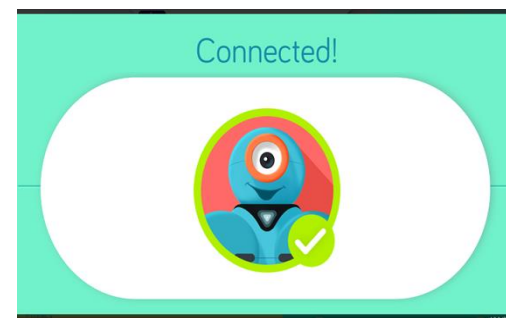
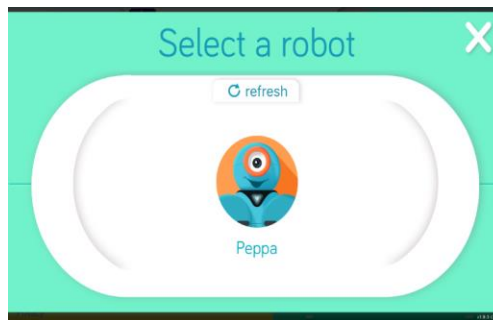
Dash verbinden met je ipad

1

Stap 1:



Stap 2:





Rijden met

2

Start

Dash

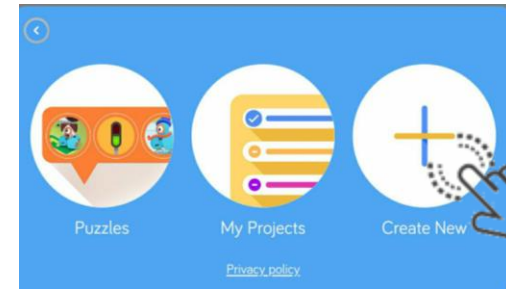
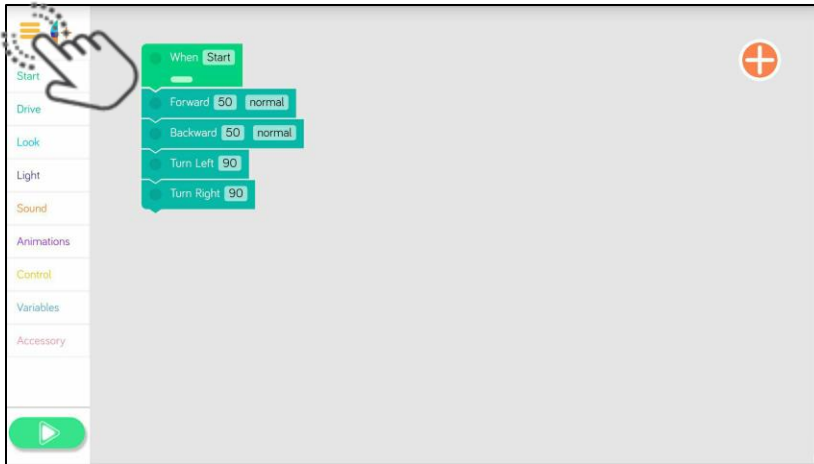
The image shows a programming interface for a robot named Dash. On the left, a vertical menu lists categories: Start, Drive, Look, Light, Sound, Animations, Control, Variables, and Accessory. The 'Drive' category is selected, showing a list of blocks: Forward 50 normal, Backward 50 normal, Turn Left 90, Turn Right 90, Turn to Voice, Stop Wheels, and Set Wheel Speed. The 'Control' category shows 'Set Wheel Speed' with sub-blocks for Left and Right. A 'Start' button is at the bottom left. On the right, a sequence of blocks is shown: 'When Start' (green), 'Forward 50 normal' (teal), 'Backward 50 normal' (teal), 'Turn Left 90' (teal), and 'Turn Right 90' (teal, highlighted with a yellow border). A plus sign and a play button are to the right of this sequence. Four numbered circles (1, 2, 3, 4) are placed to the left of the 'When Start' block, with arrows pointing to the 'Forward 50 normal', 'Backward 50 normal', 'Turn Left 90', and 'Turn Right 90' blocks respectively. A 'Start' label in a circle is at the top left, with an arrow pointing to the 'When Start' block.



Lege pagina maken

3

Start





Kijken met

4

Start

Dash





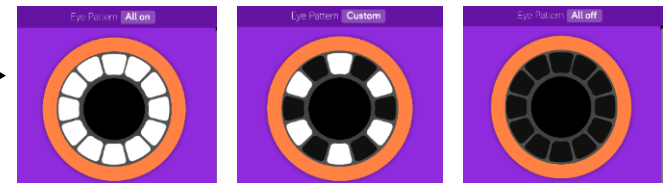
Dash geeft licht

5

Start

A block palette for the Dash robot. The 'Light' category is selected. The 'Eye Pattern' block is highlighted with a yellow border and a circled '2'. The 'All Lights' block is circled with a '1'. A green vertical bar is visible in the 'All Lights' block.

A script area containing a green 'When Start' block followed by a purple 'All Lights' block with a green progress bar. Below it is a purple 'Eye Pattern' block with a dropdown menu set to 'All on'.





Dash maakt geluiden

6

Start

1 Say Dash Hi
2 Animal Dash Horse
3 My sounds #1

When Start
Say Dash Hi
Animal Dash Horse
My sounds #1

Say Dash Hi
Dash Hi
Huh?
Uh oh!
Okay
Sigh.
Ta Da!

Animal Dash Horse
Dash Horse
Horse
Cat
Dog
Dinosaur
Lion

My sounds #1
#2
#3
#4
#5
Record a New Sound



Sound Recorder
1 2 3 4 5
Record
3 2 1
Select a File
1 2 3 4 5
Play Microphone Check



Doe het met Dash

7

Start

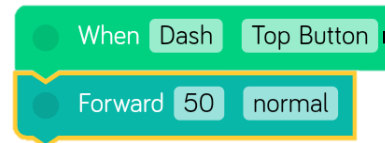
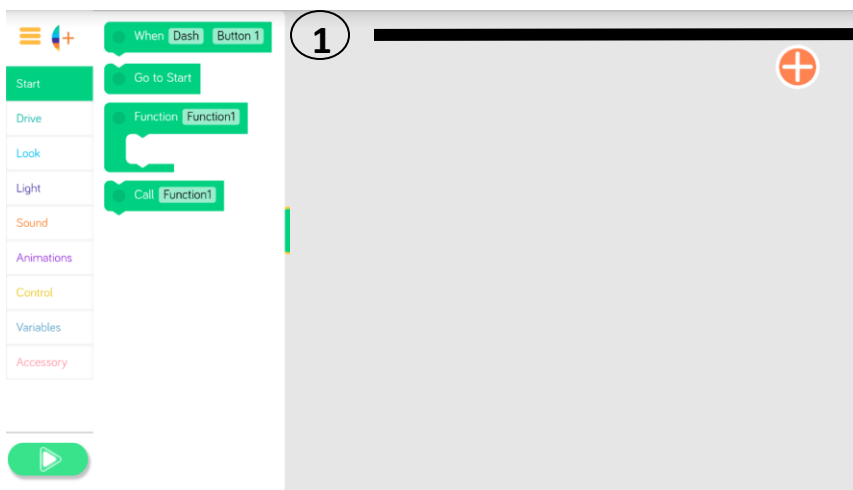




Verschil in start

8

Start



test alles eens uit

