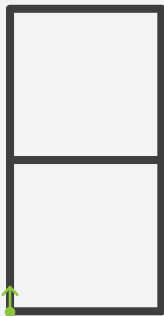




4

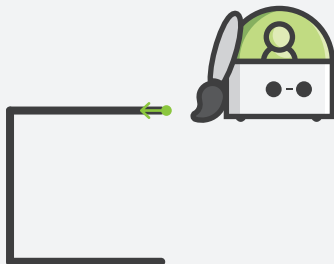


4



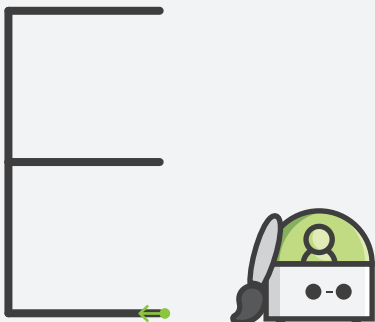


3



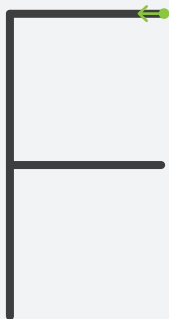


A Scratch-style code editor with a light beige background. It contains two rows of code blocks. The first row consists of five blocks: a dark green 'Repeat' block with a play icon and the number '3' in a blue box below it; a light green 'Move Up' block; a light green 'Move Right' block with three dots; a dark green 'Repeat' block with a square icon and the number '3' in a blue box below it; and a light green 'Move Right' block with three dots. The second row consists of four blocks: a dark green 'Repeat' block with a play icon and the number '3' in a blue box below it; a light green 'Move Up' block; a light green 'Move Right' block with three dots; and a dark green 'Repeat' block with a square icon. Below the code blocks are six small grey dots, likely representing a stage or canvas.

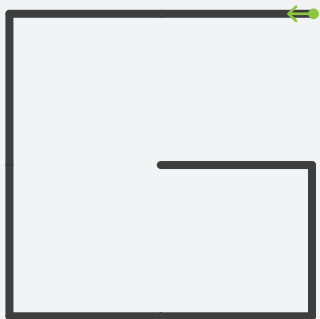


3

2

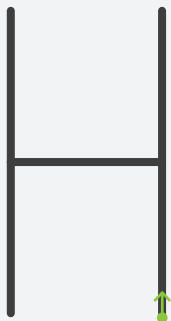


2 2

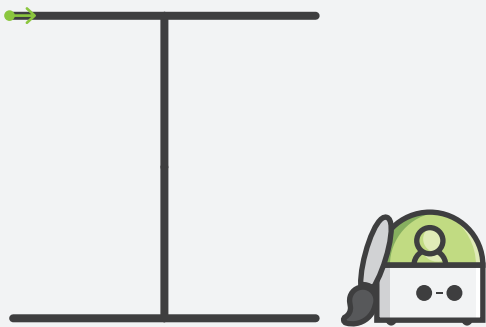


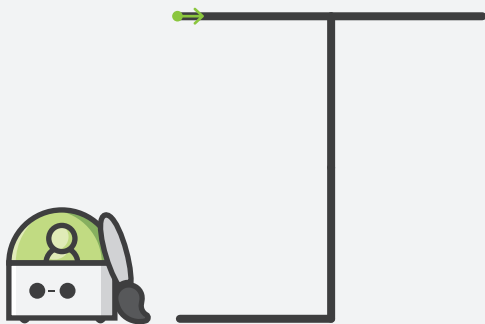


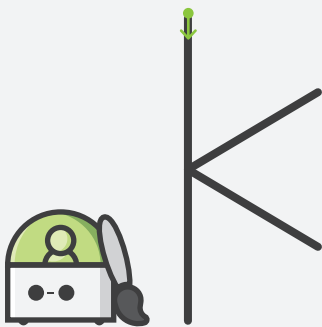
3 2



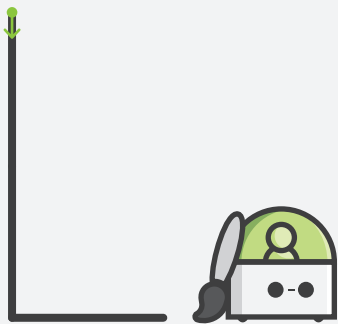
A coding workspace with a grid of blocks. The top row contains six green blocks: an upward arrow, a downward arrow, a rightward arrow with three dots, an upward arrow, a rightward arrow with three dots, and an upward arrow. Below the first and fourth blocks are blue blocks with the number '2'. The second row contains two green blocks with downward arrows, followed by four empty slots with small grey dots. The third row contains six empty slots with small grey dots.

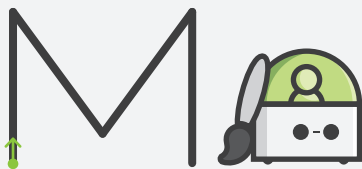
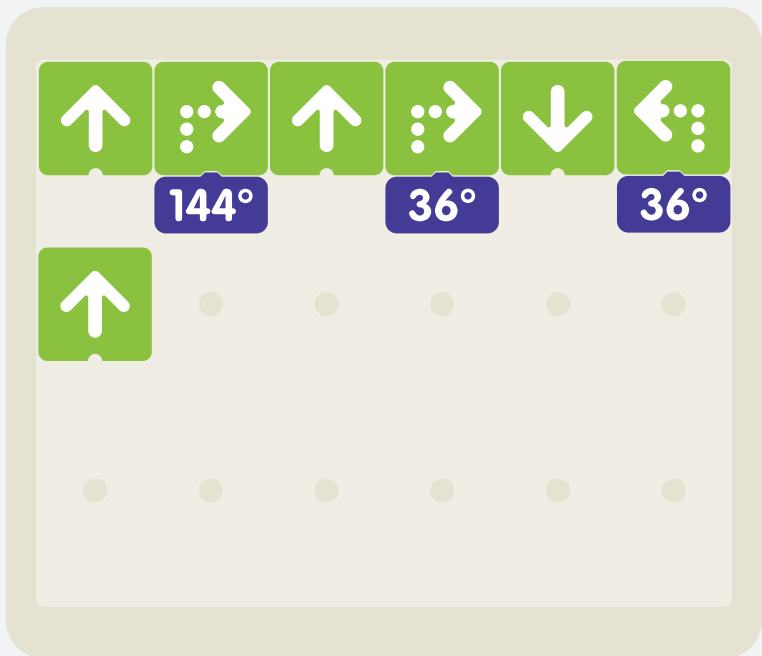






A 6x3 grid of dots on a light yellow background. The top row contains three green blocks: the first has a white up arrow, the second has a white left arrow with three dots, and the third has a white up arrow. Below the first block is a blue block with the number '2'.

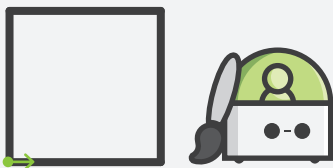




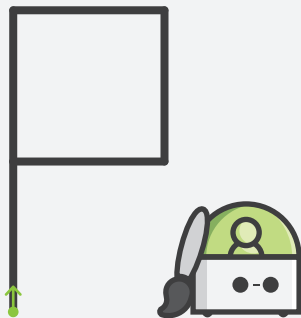




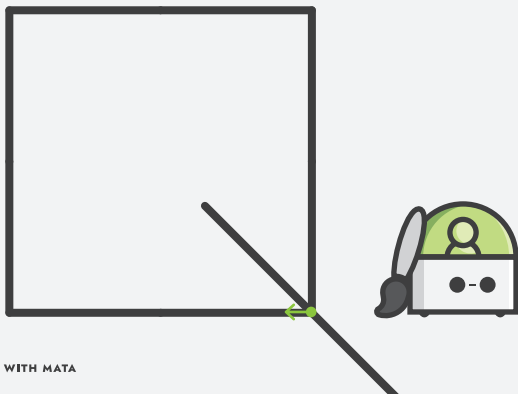
4



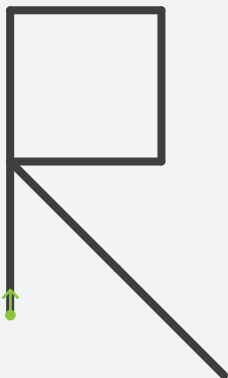




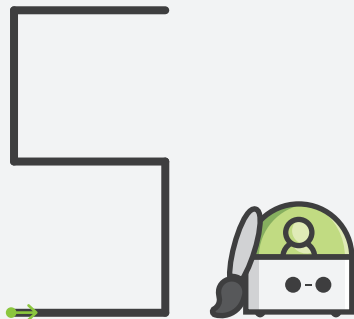
A block-based programming interface for drawing. The top row contains six blocks: a dark green block with a circular arrow icon and a blue number '4' below it; a light green block with an upward arrow icon and a blue number '2' below it; a light green block with a dotted arrow icon; a dark green block with a circular arrow icon and a square in the center; a light green block with a dotted arrow icon and a dark purple '45°' label below it; and a light green block with an upward arrow icon. Below this row is a second row starting with a light green block with a downward arrow icon and a blue number '2' below it, followed by five empty slots with grey dots. Below that is a third row with six empty slots with grey dots.



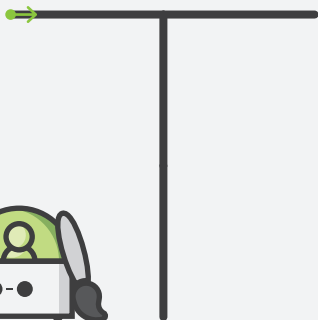
A coding workspace with a grid of blocks. The top row contains five blocks: an upward arrow, a play button with a circular arrow, an upward arrow, a rightward arrow with three dots, and a square with a circular arrow. Below the second block is a blue block with the number '4'. The second row contains two blocks: a leftward arrow with three dots and a downward arrow. Below the first block of the second row is a purple block with '60°', and below the second block is a blue block with the number '2'. The rest of the grid is empty.



A large light-brown rounded rectangle containing a grid of green directional icons. The top row has six icons: up, left, up, left, up, right. The second row has three icons: up, left, down, followed by three empty slots with grey dots. The bottom row has six empty slots with grey dots.

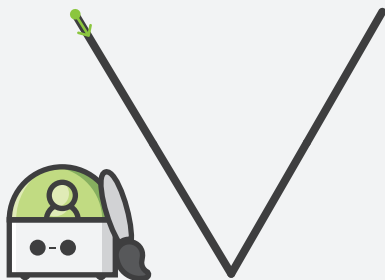
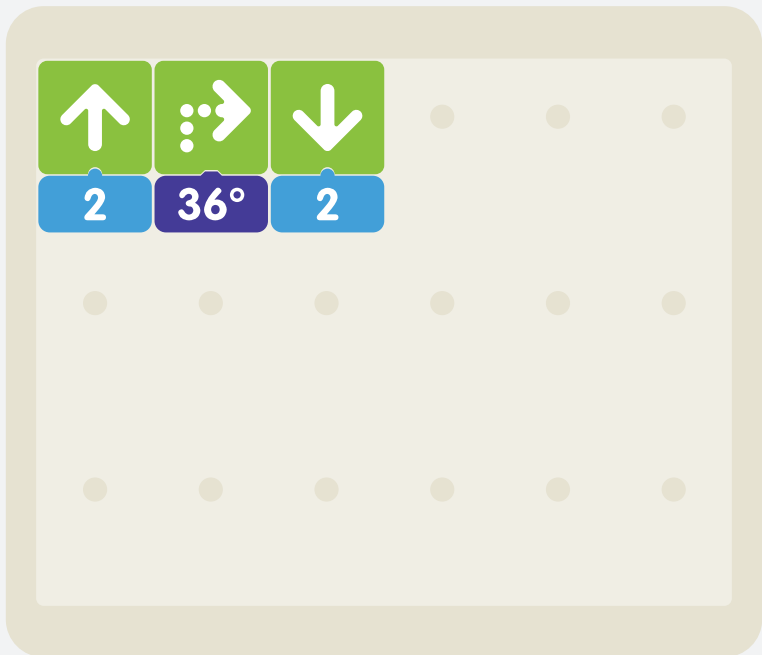


A 6x3 grid workspace for drawing. The top row contains four green blocks: an up arrow with a blue '2' below it, a down arrow, a right arrow with three dots above it, and another up arrow with a blue '2' below it. The rest of the grid is empty with faint dots.



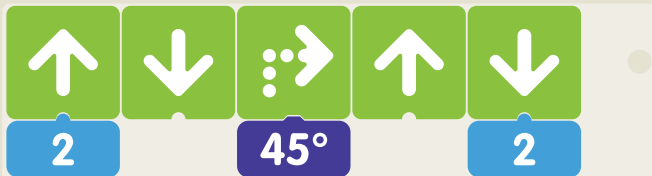
A sequence of five green square blocks. The first, third, and fifth blocks contain a white upward arrow icon. The second and fourth blocks contain a white leftward arrow icon with three dots to its right. Below the first and fifth blocks are blue rounded rectangles containing the white number '2'. Below the entire sequence is a 2x5 grid of light-brown dots.













60°

30°

