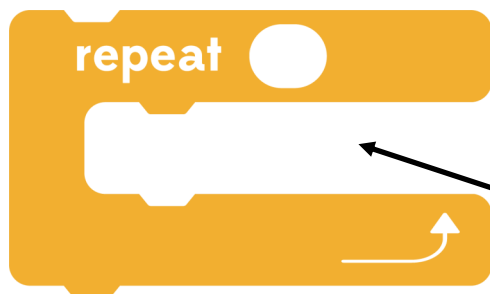
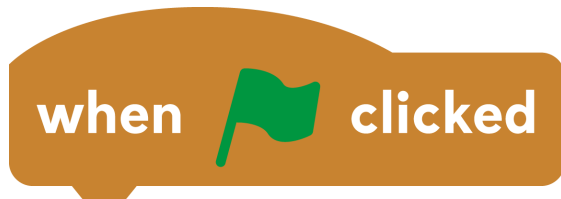


Your target is to use all of these types of blocks in your program...



Don't forget to use loops!

### Next steps...



# DON'T PANIC!

**show**

**Lost your sprite?** These blocks might help. Think about putting them at the beginning of your program.

**point in direction** **90**

**go to x:** **0** **y:** **0**

**set size to** **100** %

**clear graphic effect**