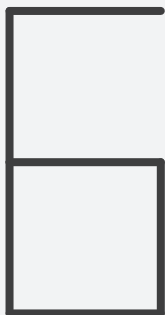



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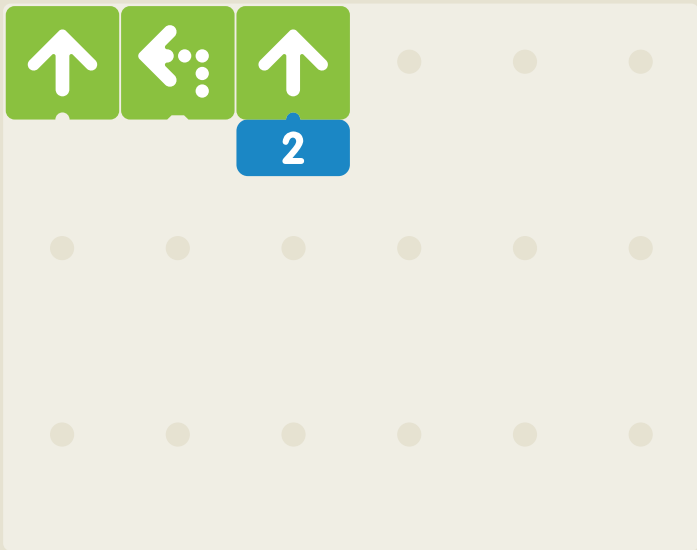


4



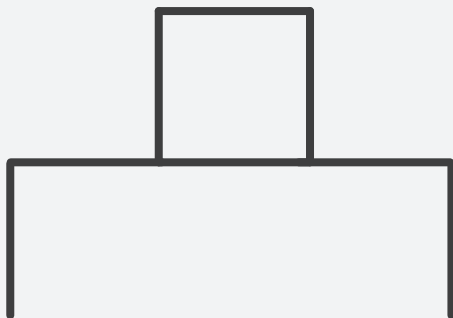
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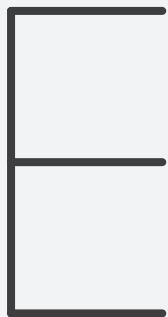
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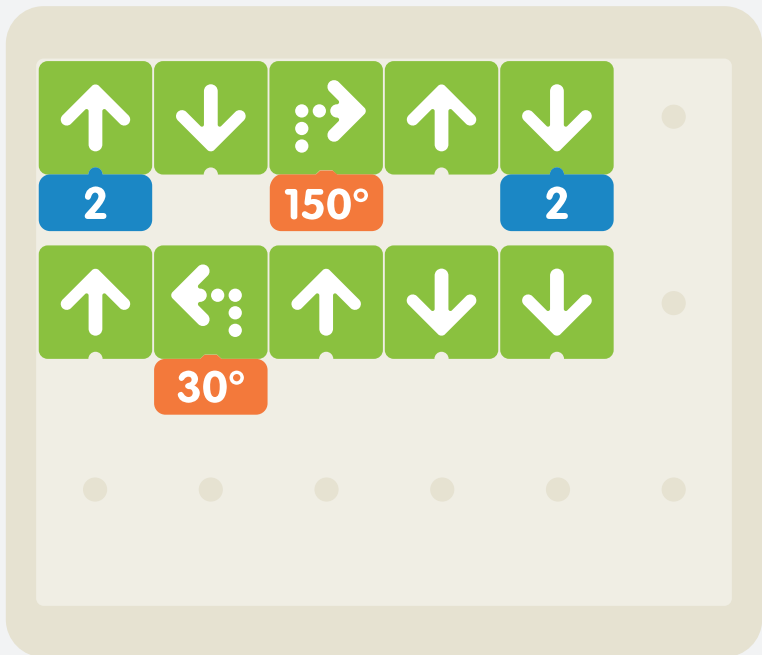
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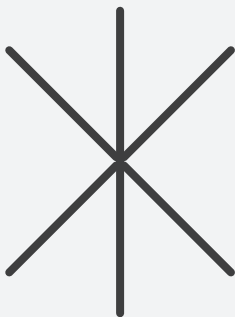
2

2



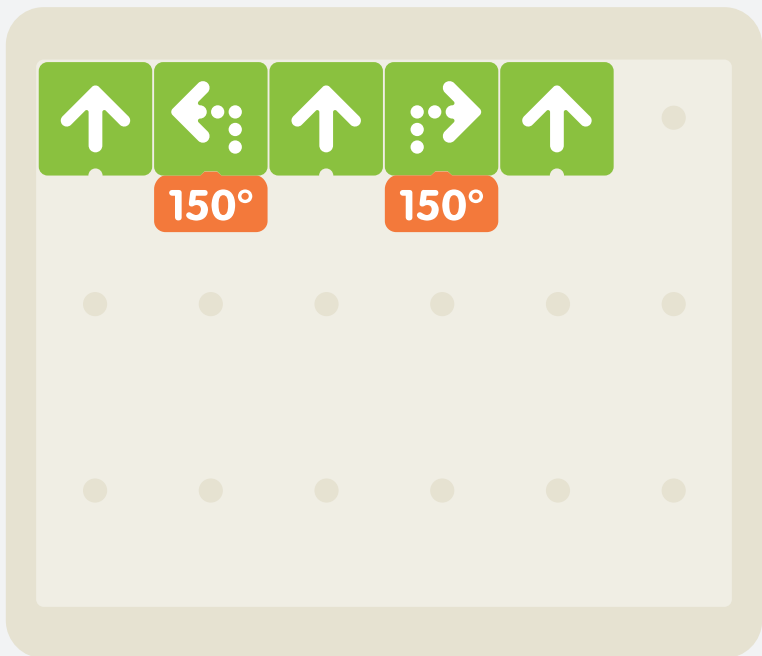


A Scratch-style code editor with a light beige background. It contains two rows of code blocks. The first row consists of five green blocks: an upward arrow, a downward arrow, a rightward arrow with three dots above it, an upward arrow, and a downward arrow. Below the first block is a blue block with the number '2'. Below the third block is an orange block with '150°'. Below the fifth block is a blue block with the number '2'. The second row consists of five green blocks: an upward arrow, a leftward arrow with three dots above it, an upward arrow, a downward arrow, and a downward arrow. Below the second block is an orange block with '30°'. There are five grey circular markers along the bottom edge of the code area.



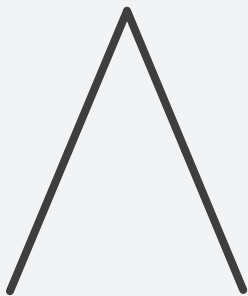
A coding workspace with a sequence of blocks: up, right 135 degrees, up, left 135 degrees, up, left 45 degrees, and down.





A drawing canvas with a sequence of commands: up 2, down, left 45 degrees, up, down, left 72 degrees, and a final up command.



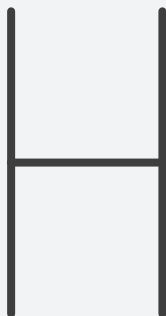


144°

36°

36°







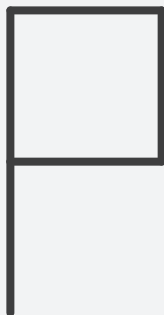
2

2





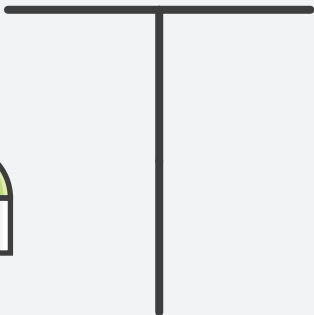
4



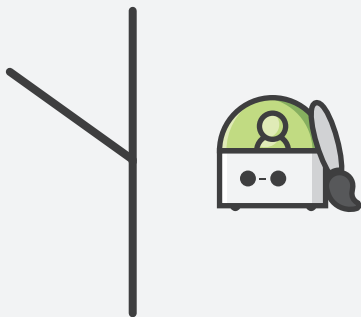


3



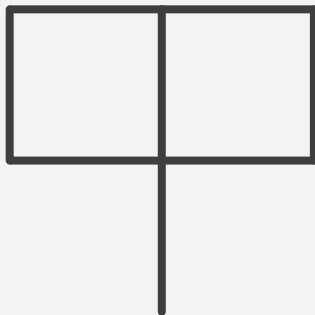


A coding workspace with a grid of 10 slots. The first slot contains a green block with a downward arrow and a blue block with the number '2'. The second slot contains a green block with an upward arrow. The third slot contains a green block with a rightward arrow and three dots, and an orange block with '150°'. The fourth slot contains a green block with an upward arrow. The remaining six slots are empty.



4 2

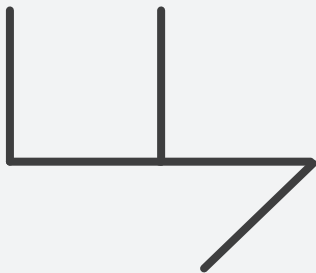
3



A coding workspace with a sequence of blocks: up arrow (2), down arrow, 45-degree turn right, up arrow, and down arrow (2). Below are empty grid slots.

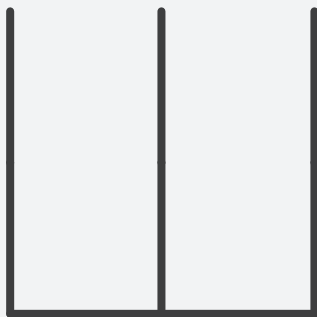


A grid of icons on a light beige background. The top row contains six green square icons: a downward arrow, a rightward arrow with three dots above it, an upward arrow, a leftward arrow with three dots above it, an upward arrow, and a downward arrow. The second row contains four green square icons: a leftward arrow with three dots above it, a downward arrow, a leftward arrow with three dots above it, and an upward arrow. Below the second icon of the second row is an orange square icon with the text "45°". The background features a grid of small grey dots.

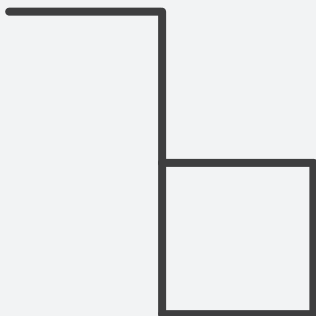
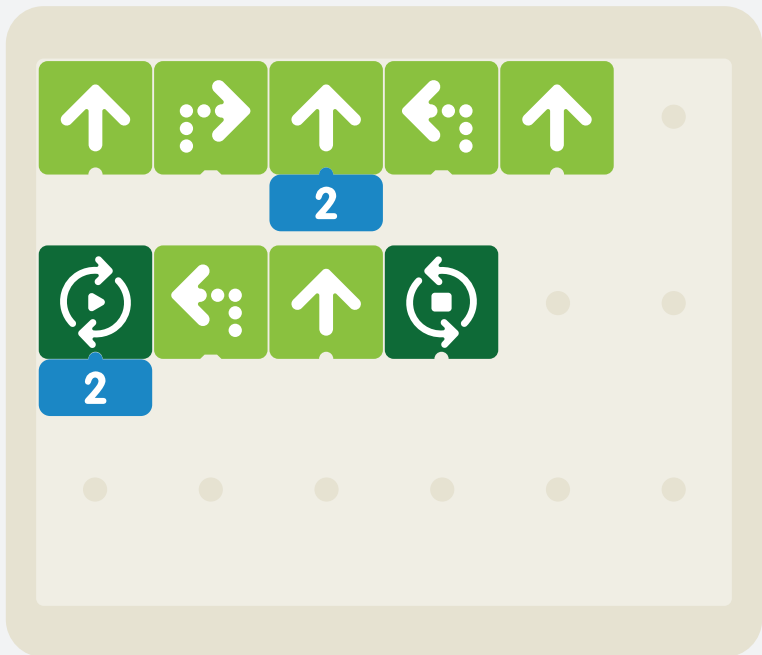


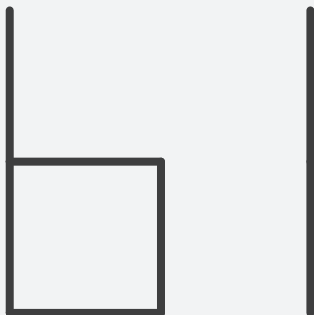


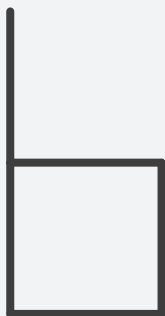
A Scratch-style coding environment with a light beige background. The top row contains four blocks: a yellow 'f_n' block, a green 'right arrow' block, another green 'right arrow' block, and another yellow 'f_n' block. The bottom row contains six blocks: a yellow 'f_n' block, a green 'up arrow' block with a blue '2' block below it, a green 'left arrow' block, a green 'up arrow' block, a green 'left arrow' block, and a green 'up arrow' block with a blue '2' block below it. There are two grey dots in the top row and six grey dots in the bottom row, representing a sequence of blocks.





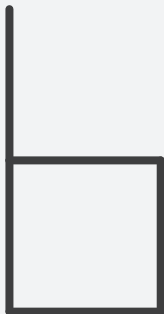








4

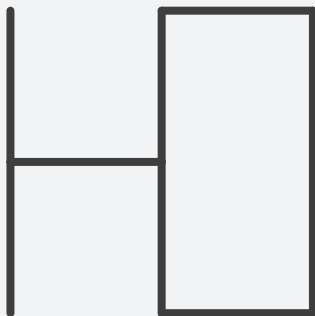




2



A grid of green directional buttons used for coding. The first row contains six buttons: up, down, left with three dots, up, left with three dots, and up. A blue box with the number '2' is positioned below the first button. The second row contains six buttons: right with three dots, up, left with three dots, down, right with three dots, and down. A blue box with the number '2' is positioned below the fourth button. The third row contains one button: left with three dots, followed by five empty slots with grey dots.



A coding workspace with a grid of green blocks containing directional arrows (up, left, right) and a blue block with the number '2'. Below it, another row of green blocks with arrows and an orange block with '45°'. The workspace has a light beige background with a grid of dots.

