Assignment 3.2h: Code.org
Activities: Repeat Until, If Do, and If Do Else Blocks

Complete Code.org activities and write block definitions:

1. Follow your teacher’s instructions for logging into Code.org.
   Complete the following activities:
   Stage 2: The Maze Activities 1, 4, 6, & 9; Stage 5: The Artist Activities 1, 4, 6, & 9

2. For the blocks listed below, Draw the blocks in your notebook and write in your own words what each of these blocks does within a program.
   • Event (for example "When Run")
   • Move
   • Turn
   • Repeat