

# Assignment 3.2: Code.org

## Activities: Repeat Until, If Do, and If Do Else Blocks

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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

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