Assignment 3.2: 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