

# Setup

## Description:

Use it to initialize variables (runs only once)

## Clue:

For your code to work you have to put all your code blocks into the setup

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**Example of use**

# Challenge 1- Beginner

## Challenge:

Help Duba the puma eat her beefsteak. Avoid the obstacles.

## Clue:

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Blocks in sequence



# Challenge 2- Beginner

## Challenge:

Duba wants to eat her beefsteak. Help her!

## Clue:

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Blocks in sequence



# Challenge 3- Beginner

## Challenge:

Will you help the puma eat her beefsteak? Avoid the obstacles.

## Clue:

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Blocks in sequence



# Challenge 4- Beginner

## Challenge:

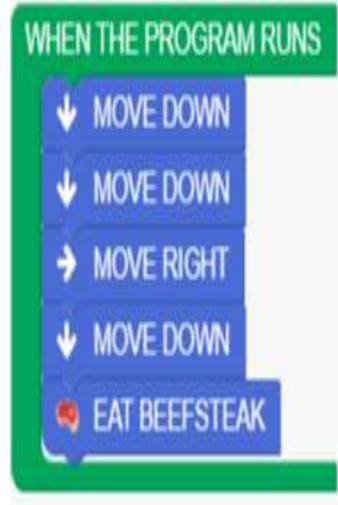
Duba wants to eat her beefsteak. How could she do it without crashing with the obstacles?

## Clue:

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Blocks in sequence



# Challenge 5- Beginner

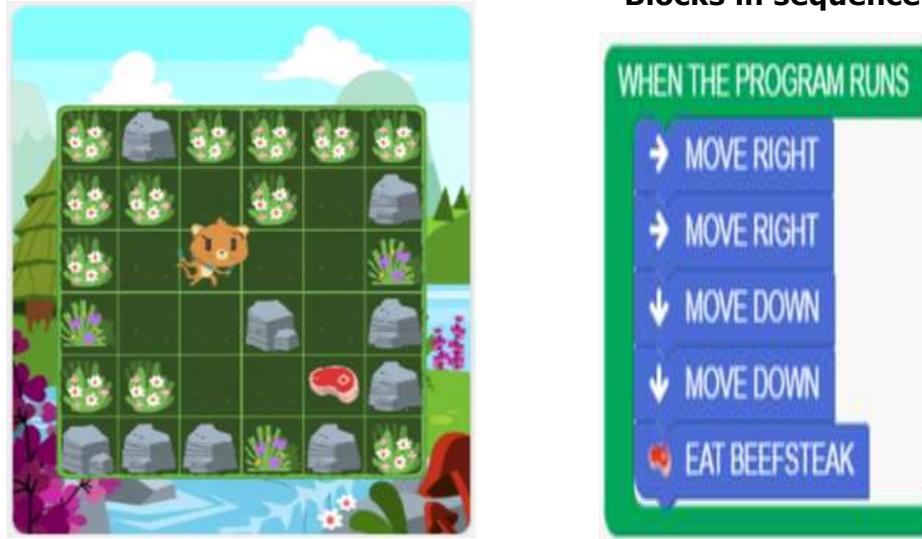
## Challenge:

Help the puma Duba satisfy her hunger, avoiding the obstacles.

## Clue:

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Blocks in sequence



# Challenge 6- Beginner

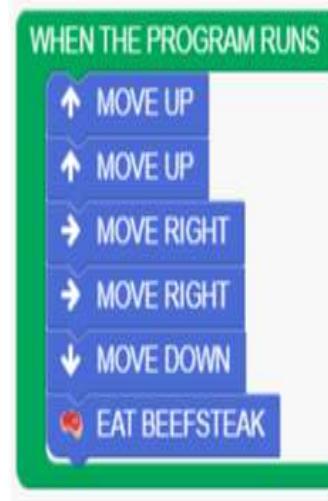
## Challenge:

Duba wants to eat her beefsteak up. How could she do it?

## Clue:

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Blocks in sequence



# Challenge 7- Beginner

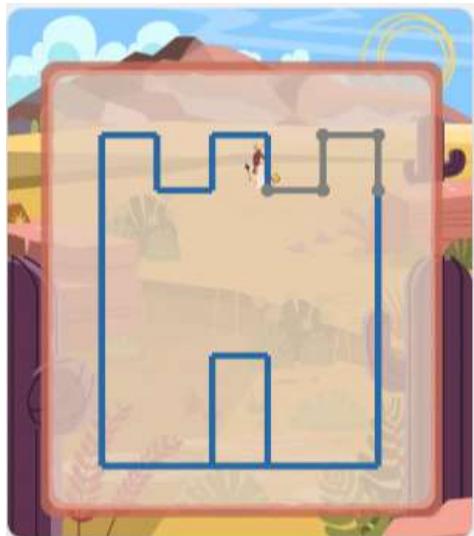
## Challenge:

Help the llama complete the tower.

## Clue:

To complete the drawing, Coty needs to draw on the grey lines.

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**Blocks in sequence**



# Challenge 8- Beginner

## Challenge:

Coty wants to draw a house! Will you help her?

## Clue:

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### Blocks in sequence

#### WHEN THE PROGRAM RUNS

- MOVE RIGHT AND DRAW
- MOVE RIGHT AND DRAW
- ↓ MOVE DOWN AND DRAW
- ↓ MOVE DOWN AND DRAW
- ← MOVE LEFT AND DRAW
- ← MOVE LEFT AND DRAW
- ↑ MOVE UP AND DRAW
- ↑ MOVE UP AND DRAW

# Challenge 9- Beginner

## Challenge:

The llama only wants to draw three lines. How could she do it?

## Clue:

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Blocks in sequence



# Challenge 10- Beginner

## Challenge:

Will you help the llama complete the happy face?

## Clue:

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**Blocks in sequence**



# Challenge 11- Beginner

## Challenge:

How could the llama finish the drawing of the bridge?

## Clue:

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### Blocks in sequence

WHEN THE PROGRAM RUNS

- ↓ JUMP DOWN
- MOVE RIGHT AND DRAW
- MOVE RIGHT AND DRAW
- ↓ MOVE DOWN AND DRAW
- ← MOVE LEFT AND DRAW
- ← MOVE LEFT AND DRAW
- ↑ MOVE UP AND DRAW

# Challenge 12- Beginner

## Challenge:

How could the llama finish the drawing of the thistle?

## Clue:

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### Blocks in sequence

WHEN THE PROGRAM RUNS

```
→ JUMP RIGHT
↓ MOVE DOWN AND DRAW
↓ MOVE DOWN AND DRAW
← JUMP LEFT
← JUMP LEFT
↑ MOVE UP AND DRAW
↑ MOVE UP AND DRAW
```

# Challenge 13- Beginner

## Challenge:

It's time for a good mate. Help the llama finish her drawing.

## Clue:

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### Blocks in sequence

WHEN THE PROGRAM RUNS

```
↑ MOVE UP AND DRAW
↑ JUMP UP
→ MOVE RIGHT AND DRAW
→ MOVE RIGHT AND DRAW
→ MOVE RIGHT AND DRAW
↑ JUMP UP
↑ JUMP UP
↑ MOVE UP AND DRAW
→ MOVE RIGHT AND DRAW
```

# Challenge 14- Beginner

## Challenge:

Help Lita the armadillo prepare a mixed green salad.

## Clue:

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### Blocks in sequence

WHEN THE PROGRAM RUNS

```
→ MOVE RIGHT
→ MOVE RIGHT
● PICK THE TOMATO
→ MOVE RIGHT
△ PICK LETTUCE
→ MOVE RIGHT
↓ MOVE DOWN
○ PREPARE THE SALAD
```

# Challenge 15- Beginner

## Challenge:

Today Lita wants to eat a little salad. Help her prepare it!

## Clue:

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### Blocks in sequence

#### WHEN THE PROGRAM RUNS

```
↑ MOVE UP
→ MOVE RIGHT
→ MOVE RIGHT
▢ PICK LETTUCE
↑ MOVE UP
▢ PICK THE TOMATO
→ MOVE RIGHT
→ MOVE RIGHT
↓ MOVE DOWN
↓ MOVE DOWN
▢ PREPARE THE SALAD
```

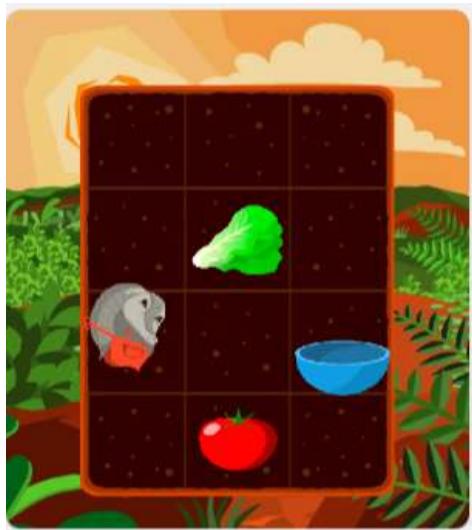
# Challenge 16- Beginner

## Challenge:

Tomato, lettuce leaves, and it's ready. Help Lita prepare her salad.

## Clue:

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### Blocks in sequence

WHEN THE PROGRAM RUNS

```
→ MOVE RIGHT
↑ MOVE UP
└ PICK LETTUCE
↓ MOVE DOWN
↓ MOVE DOWN
● PICK THE TOMATO
↑ MOVE UP
→ MOVE RIGHT
○ PREPARE THE SALAD
```

# Challenge 17- Beginner

## Challenge:

Help Lita prepare her favorite dish.

## Clue:

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### Blocks in sequence



#### WHEN THE PROGRAM RUNS

```
↑ MOVE UP
→ MOVE RIGHT
lettuce PICK LETTUCE
→ MOVE RIGHT
tomato PICK THE TOMATO
→ MOVE RIGHT
↓ MOVE DOWN
salad PREPARE THE SALAD
```

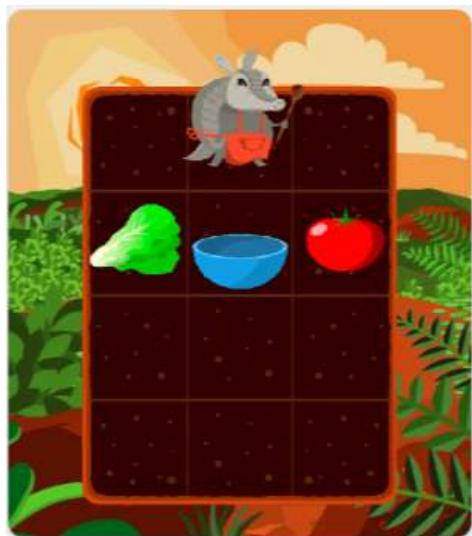
# Challenge 18- Beginner

## Challenge:

Will she take tomato or lettuce leaves first? Help Lita prepare her favorite dish.

## Clue:

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### Blocks in sequence

#### WHEN THE PROGRAM RUNS

```
← MOVE LEFT
↓ MOVE DOWN
▷ PICK LETTUCE
→ MOVE RIGHT
→ MOVE RIGHT
● PICK THE TOMATO
← MOVE LEFT
▷ PREPARE THE SALAD
```

# Challenge 19- Beginner

## Challenge:

What steps can the armadillo take to prepare her favorite dish?

## Clue:

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### Blocks in sequence

#### WHEN THE PROGRAM RUNS

```
↓ MOVE DOWN
● PICK THE TOMATO
← MOVE LEFT
△ PICK LETTUCE
→ MOVE RIGHT
↓ MOVE DOWN
○ PREPARE THE SALAD
```

# Challenge 20- Beginner

## Challenge:

What's the error here? Find it, and help Duba eat her beefsteak.

## Clue:

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### Original blocks

```
WHEN THE PROGRAM RUNS
  ↑ MOVE UP
  ← MOVE LEFT
  ← MOVE LEFT
  ↓ MOVE DOWN
  ← MOVE LEFT
  ↑ MOVE UP
  ↑ MOVE UP
  EAT BEEFSTEAK
```

### Corrected blocks

```
WHEN THE PROGRAM RUNS
  ↑ MOVE UP
  ← MOVE LEFT
  ← MOVE LEFT
  ↓ MOVE DOWN
  ← MOVE LEFT
  ← MOVE LEFT
  ↑ MOVE UP
  ↑ MOVE UP
  EAT BEEFSTEAK
```

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# Challenge 21- Beginner

## Challenge:

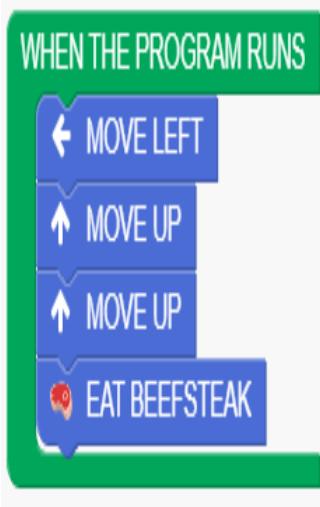
Why can't Duba eat her food? Correct the program and help the puma satisfy her hunger.

## Clue:

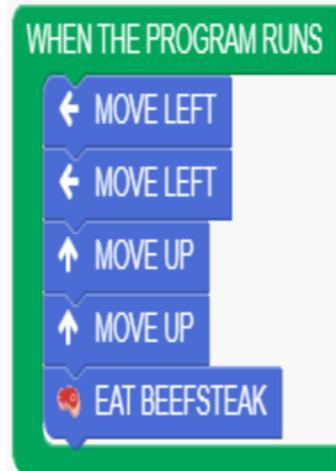
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Original blocks



Corrected blocks



# Challenge 22- Beginner

## Challenge:

Find out what the problem of this program is, and correct it, to help Duba eat her beefsteak.

## Clue:

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Original blocks

```
WHEN THE PROGRAM RUNS
  ↓ MOVE DOWN
  ↓ MOVE DOWN
  ← MOVE LEFT
  ↑ MOVE UP
  EAT BEEFSTEAK
```

Corrected blocks

```
WHEN THE PROGRAM RUNS
  ↓ MOVE DOWN
  ↓ MOVE DOWN
  ← MOVE LEFT
  ← MOVE LEFT
  ↑ MOVE UP
  ↑ MOVE UP
  EAT BEEFSTEAK
```

# Challenge 23- Beginner

## Challenge:

Are there instructions in excess or anything missing? Look at the program, find out what the error is, and help Duba eat her favorite dish.

## Clue:

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### Original blocks

```
WHEN THE PROGRAM RUNS
  ← MOVE LEFT
  ← MOVE LEFT
  ← MOVE LEFT
  ↑ MOVE UP
  ↑ MOVE UP
  → MOVE RIGHT
  EAT BEEFSTEAK
```

### Corrected blocks

```
WHEN THE PROGRAM RUNS
  ← MOVE LEFT
  ← MOVE LEFT
  ← MOVE LEFT
  ↑ MOVE UP
  ↑ MOVE UP
  → MOVE RIGHT
  EAT BEEFSTEAK
```

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# Challenge 24- Beginner

## Challenge:

What error can you find in this program? Correct it and help the armadillo prepare her lunch.

## Clue:

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### Original blocks

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
→ MOVE RIGHT
→ MOVE RIGHT
△ PICK LETTUCE
↑ MOVE UP
→ MOVE RIGHT
↓ MOVE DOWN
PREPARE THE SALAD
```

### Corrected blocks

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
→ MOVE RIGHT
→ MOVE RIGHT
lettuce PICK LETTUCE
↑ MOVE UP
→ MOVE RIGHT
tomato PICK THE TOMATO
↓ MOVE DOWN
PREPARE THE SALAD
```

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# Challenge 25- Beginner

## Challenge:

Help the fox write his name: TOTO.

## Clue:

TOTO write the letters over which he moves.

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Blocks in sequence



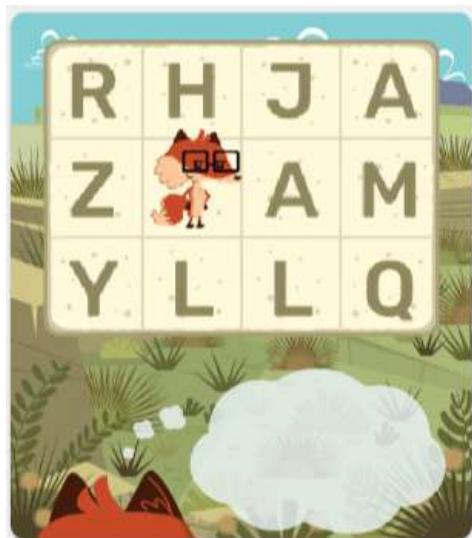
# Challenge 26- Beginner

## Challenge:

The fox is thinking about Coty, his friend write. Help him read LLAMA.

## Clue:

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Blocks in sequence



# Challenge 27- Beginner

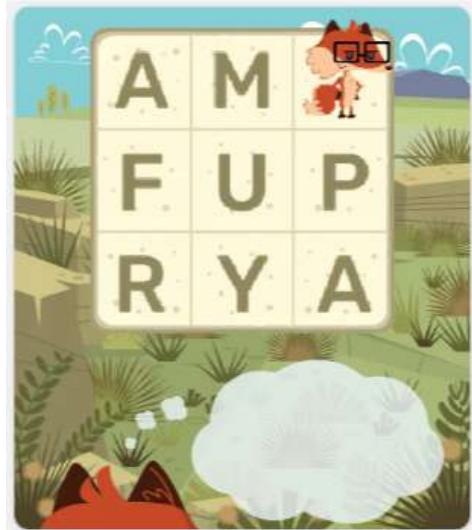
## Challenge:

Guess who the fox is thinking about! A clue: its an animal who likes eating beefsteak very much plus they are best friends.

## Clue:

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Blocks in sequence



WHEN THE PROGRAM RUNS

MOVE DOWN  
MOVE LEFT  
MOVE UP  
MOVE LEFT

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# Challenge 28- Beginner

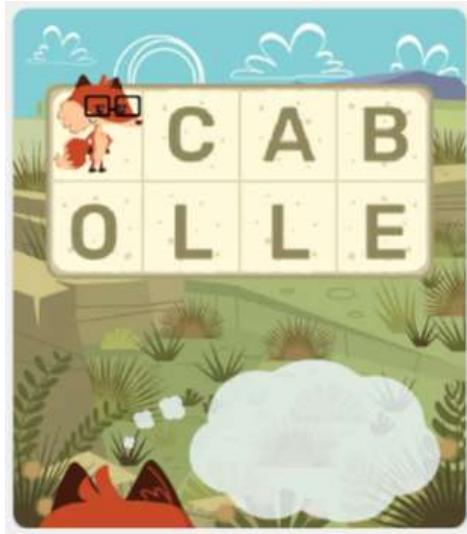
## Challenge:

What did the fox want to read? And what did he read finally? Find the error and correct it!

## Clue:

CABALLO

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### Original blocks

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
→ MOVE RIGHT
→ MOVE RIGHT
↓ MOVE DOWN
← MOVE LEFT
← MOVE LEFT
← MOVE LEFT
```

### Corrected blocks

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
→ MOVE RIGHT
→ MOVE RIGHT
← MOVE LEFT
↓ MOVE DOWN
← MOVE LEFT
← MOVE LEFT
← MOVE LEFT
```

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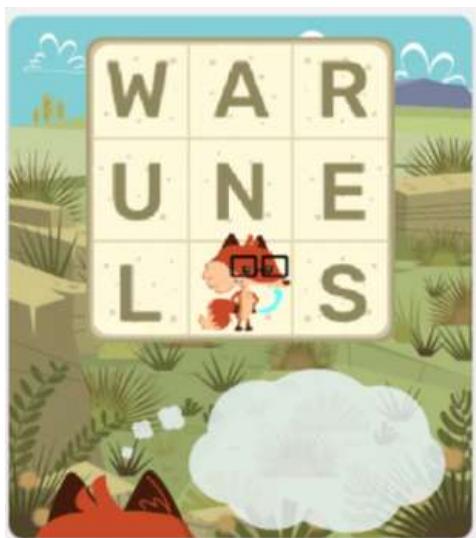
# Challenge 29- Beginner

## Challenge:

The fox is absentminded. Help him read correctly what day he will arrive at his grandparents house.

## Clue:

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### Original blocks

```
WHEN THE PROGRAM RUNS
  ← MOVE LEFT
  ↑ MOVE UP
  → MOVE RIGHT
  ↑ MOVE UP
  → MOVE RIGHT
  ↓ MOVE DOWN
  ↓ MOVE DOWN
```

### Corrected blocks

```
WHEN THE PROGRAM RUNS
  ← MOVE LEFT
  ↑ MOVE UP
  → MOVE RIGHT
  ↑ MOVE UP
  → MOVE RIGHT
  ↓ MOVE DOWN
  ↓ MOVE DOWN
```

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# Repetition

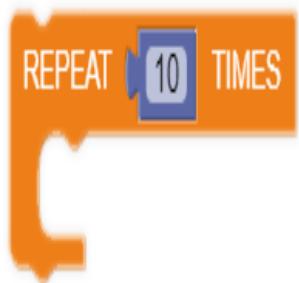
## Description:

Execute other blocks for a specific number of times.

## Clue:

Repetition blocks enable you to execute a set of instructions multiple times.

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**Example of use**

# Challenge 30- Beginner

## Challenge:

Could the puma reach the beefsteak by using the "Move right" block only once?

## Clue:

You can use the new "Repeat" block

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Blocks in sequence

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
EAT BEEFSTEAK
```

Blocks in repetition

```
WHEN THE PROGRAM RUNS
REPEAT [7] TIMES
  → MOVE RIGHT
EAT BEEFSTEAK
```

# Challenge 31- Beginner

## Challenge:

The puma is hungry and she is far from her beefsteak. But now she knows how to repeat!

## Clue:

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### Blocks in sequence

```
WHEN THE PROGRAM RUNS
  ← MOVE LEFT
  ↑ MOVE UP
  EAT BEEFSTEAK
```

### Blocks in repetition

```
WHEN THE PROGRAM RUNS
  ← MOVE LEFT
  REPEAT [6] TIMES
    ↑ MOVE UP
    EAT BEEFSTEAK
```

# Challenge 32- Beginner

## Challenge:

How could the puma reach her food without need of using many "Move\" blocks?

## Clue:

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### Blocks in sequence

```
WHEN THE PROGRAM RUNS
  ↓ MOVE DOWN
  ↓ MOVE DOWN
  ↓ MOVE DOWN
  → MOVE RIGHT
  EAT BEEFSTEAK
```

### Blocks in repetition

```
WHEN THE PROGRAM RUNS
  REPEAT [3] TIMES
    ↓ MOVE DOWN
  REPEAT [6] TIMES
    → MOVE RIGHT
  EAT BEEFSTEAK
```

# Challenge 33- Beginner

## Challenge:

The llama wants to draw four lines. What's the repeated item this time?

## Clue:

I may be more than one block within the Repeat block.

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### Blocks in sequence

WHEN THE PROGRAM RUNS

- MOVE RIGHT AND DRAW
- JUMP RIGHT
- MOVE RIGHT AND DRAW
- JUMP RIGHT
- MOVE RIGHT AND DRAW
- JUMP RIGHT
- MOVE RIGHT AND DRAW

### Blocks in repetition

WHEN THE PROGRAM RUNS

REPEAT **4** TIMES

- MOVE RIGHT AND DRAW
- JUMP RIGHT

# Challenge 34- Beginner

## Challenge:

Now, in addition, you have to draw downwards! Will this be as easy as adding a block to what you did before? How many repetitions are needed now?

## Clue:

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### Blocks in sequence

WHEN THE PROGRAM RUNS

- MOVE RIGHT AND DRAW
- JUMP RIGHT
- MOVE RIGHT AND DRAW
- JUMP RIGHT
- MOVE RIGHT AND DRAW
- JUMP RIGHT
- MOVE RIGHT AND DRAW
- MOVE DOWN AND DRAW

### Blocks in repetition

WHEN THE PROGRAM RUNS

REPEAT 3 TIMES

- MOVE RIGHT AND DRAW
- JUMP RIGHT
- MOVE RIGHT AND DRAW
- MOVE DOWN AND DRAW

# Challenge 35- Beginner

## Challenge:

The llama wants to draw a flight of stairs. Can you find the pattern that repeats? How many times does it repeat?

## Clue:

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### Blocks in sequence

```
WHEN THE PROGRAM RUNS
  MOVE UP AND DRAW
  MOVE RIGHT AND DRAW
  MOVE RIGHT AND DRAW
  MOVE UP AND DRAW
  MOVE RIGHT AND DRAW
  MOVE RIGHT AND DRAW
  MOVE UP AND DRAW
  MOVE RIGHT AND DRAW
  MOVE RIGHT AND DRAW
```

### Blocks in repetition

```
WHEN THE PROGRAM RUNS
  REPEAT 3 TIMES
    MOVE UP AND DRAW
    MOVE RIGHT AND DRAW
    MOVE RIGHT AND DRAW
```

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# Challenge 36- Beginner

## Challenge:

Great, you found the solution! Will you test it?

## Clue:

You can test the programs step by step to find out the errors.

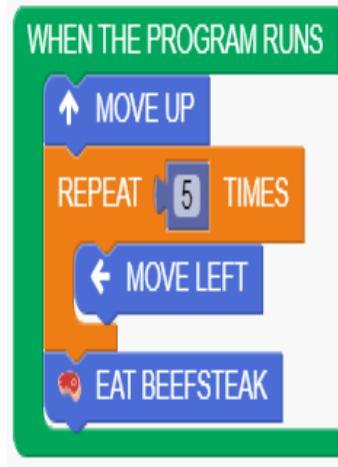
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### Original blocks



### Corrected blocks



# Challenge 37- Beginner

## Challenge:

What happens with Duba that she can't eat her favorite dish? Remove, modify and/or add the missing blocks so that she can meet her goal.

## Clue:

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Original blocks

```
WHEN THE PROGRAM RUNS
  REPEAT [5] TIMES
    MOVE RIGHT
    MOVE DOWN
  EAT BEEFSTEAK
```

Corrected blocks

```
WHEN THE PROGRAM RUNS
  REPEAT [4] TIMES
    MOVE RIGHT
    MOVE DOWN
    MOVE RIGHT
  EAT BEEFSTEAK
```

# Challenge 38- Beginner

## Challenge:

What pattern should Coty repeat this time? Is the proposed solution correct?

## Clue:

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Original blocks

```
WHEN THE PROGRAM RUNS
  REPEAT (4) TIMES
    MOVE UP AND DRAW
  REPEAT (4) TIMES
    MOVE RIGHT AND DRAW
```

Corrected blocks

```
WHEN THE PROGRAM RUNS
  REPEAT (4) TIMES
    MOVE UP AND DRAW
    MOVE RIGHT AND DRAW
```

# Challenge 39- Beginner

## Challenge:

Coty got lost again! Can you find the errors and correct them? The llama will be thankful.

## Clue:

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### Original blocks

```
WHEN THE PROGRAM RUNS
REPEAT [2] TIMES
  MOVE UP AND DRAW
  MOVE RIGHT AND DRAW
REPEAT [3] TIMES
  MOVE RIGHT AND DRAW
REPEAT [3] TIMES
  MOVE DOWN AND DRAW
```

### Corrected blocks

```
WHEN THE PROGRAM RUNS
REPEAT [3] TIMES
  MOVE UP AND DRAW
  MOVE RIGHT AND DRAW
REPEAT [3] TIMES
  MOVE RIGHT AND DRAW
  MOVE DOWN AND DRAW
```

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# Challenge 40- Beginner

## Challenge:

Can you find the steps that repeat? What are they? Create the program to help Lita prepare today's special salad.

## Clue:

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### Blocks in sequence

WHEN THE PROGRAM RUNS

```
MOVE LEFT
MOVE DOWN
MOVE DOWN
MOVE LEFT
MOVE DOWN
MOVE DOWN
MOVE LEFT
MOVE DOWN
MOVE DOWN
MOVE LEFT
PICK THE TOMATO
MOVE LEFT
PICK LETTUCE
MOVE LEFT
PREPARE THE SALAD
```

### Blocks in repetition

WHEN THE PROGRAM RUNS

REPEAT [3] TIMES

```
MOVE LEFT
MOVE DOWN
MOVE DOWN
MOVE LEFT
PICK THE TOMATO
MOVE LEFT
PICK LETTUCE
MOVE LEFT
PREPARE THE SALAD
```

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# Challenge 41- Beginner

## Challenge:

The armadillo cannot prepare her salad! How many times does Lita repeat the steps to reach the lettuce? What should you modify? What happens when she tries to grab the tomato?

## Clue:

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### Original blocks

```
WHEN THE PROGRAM RUNS
  REPEAT [4] TIMES
    MOVE UP
    PICK LETTUCE
  REPEAT [5] TIMES
    MOVE RIGHT
    PICK THE TOMATO
    MOVE RIGHT
  PREPARE THE SALAD
```

### Corrected blocks

```
WHEN THE PROGRAM RUNS
  REPEAT [5] TIMES
    MOVE UP
    PICK LETTUCE
  REPEAT [5] TIMES
    MOVE RIGHT
    PICK THE TOMATO
    MOVE RIGHT
  PREPARE THE SALAD
```

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# IF...then - Alternatives

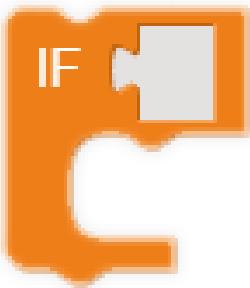
## Description:

evaluate if value is true or false, if a value is true, then do some statement.

## Clue:

Alternative blocks let you make decisions in your code. You can use "if" blocks to execute certain actions based on whether a condition is true or false

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**Example of use**

# Sensor

## Description:

Detects and responds to some type of input

## Clue:

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## Example of use

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# Challenge 42- Beginner

## Challenge:

Sometimes there is beefsteak; but sometimes not! Can you create only one program to help Duba move on and eat only if there is beefsteak?

## Clue:

The \"If\" block is useful for doing something sometimes, and sometimes not. It's useful for asking!

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**Blocks in sequence**



# Challenge 43- Beginner

## Challenge:

Now Duba should move on twice. She should eat all beefsteaks appearing on screen! ... But only if they appear.

## Clue:

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Blocks in sequence



# Challenge 44- Beginner

## Challenge:

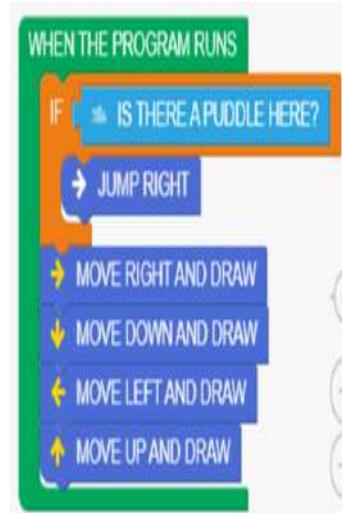
Coty should draw a square, but... Be careful, sometimes a puddle appears!

## Clue:

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### Blocks in sequence



# Challenge 45- Beginner

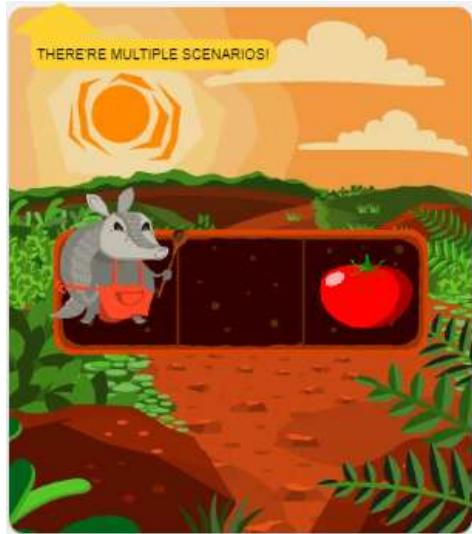
## Challenge:

Lita wants to grab any vegetable. But she should grab only the correct one!

## Clue:

The If/Else block allows you to choose between two options. You just have to choose the question well.

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## Blocks in sequence



# Challenge 46- Beginner

## Challenge:

She doesn't always have to move on to the right... What question is useful for Duba to decide?

## Clue:

You can also include more than one instruction in the If/Else block.

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### Blocks in sequence



# Challenge 47- Beginner

## Challenge:

Duba, be careful! Where may an obstacle appear? We will have to decide what route to take!

## Clue:

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### Blocks in sequence



# Challenge 48- Beginner

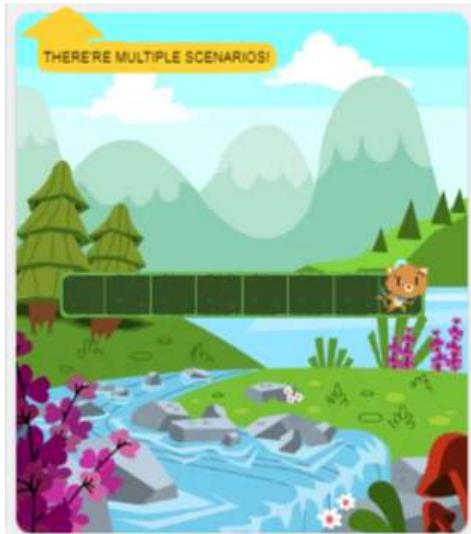
## Challenge:

Now Duba is far away, and she should decide whether to eat or not. Let's help her with the blocks we've learnt about!

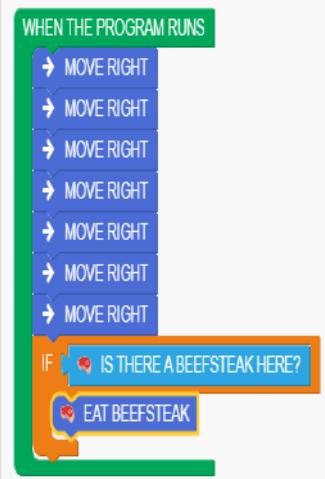
## Clue:

It's important to push the "Run" button several times to understand the problem.

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### Blocks in sequence



### Blocks in repetition



# Challenge 49- Beginner

## Challenge:

So many beefsteaks! What pattern should Duba repeat? How many questions does she have to make?

## Clue:

It's important to push the "Run" button several times to understand the problem.

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### Blocks in sequence

```
WHEN THE PROGRAM RUNS
IF ← IS THERE A BEEFSTEAK HERE?
  EAT BEEFSTEAK
  MOVE RIGHT
IF ← IS THERE A BEEFSTEAK HERE?
  EAT BEEFSTEAK
  MOVE RIGHT
IF ← IS THERE A BEEFSTEAK HERE?
  EAT BEEFSTEAK
  MOVE RIGHT
IF ← IS THERE A BEEFSTEAK HERE?
  EAT BEEFSTEAK
  MOVE RIGHT
IF ← IS THERE A BEEFSTEAK HERE?
  EAT BEEFSTEAK
  MOVE RIGHT
IF ← IS THERE A BEEFSTEAK HERE?
  EAT BEEFSTEAK
  MOVE RIGHT
IF ← IS THERE A BEEFSTEAK HERE?
  EAT BEEFSTEAK
  MOVE RIGHT
```

### Blocks in repetition

```
WHEN THE PROGRAM RUNS
REPEAT 7 TIMES
  IF ← IS THERE A BEEFSTEAK HERE?
    EAT BEEFSTEAK
    MOVE RIGHT
```

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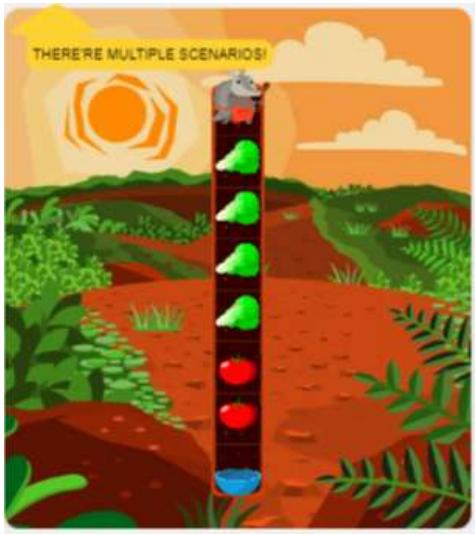
# Challenge 50- Beginner

## Challenge:

Lita should also repeat her decision several times! There is always a vegetable; she just needs to decide which she will grab in each step.

## Clue:

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## Blocks in sequence

## Blocks in repetition

WHEN THE PROGRAM RUNS

REPEAT [6] TIMES

  MOVE DOWN

  IF [IS THERE A TOMATO?]

    PICK THE TOMATO

  ELSE

    PICK LETTUCE

  MOVE DOWN

  PREPARE THE SALAD

# Challenge 51- Beginner

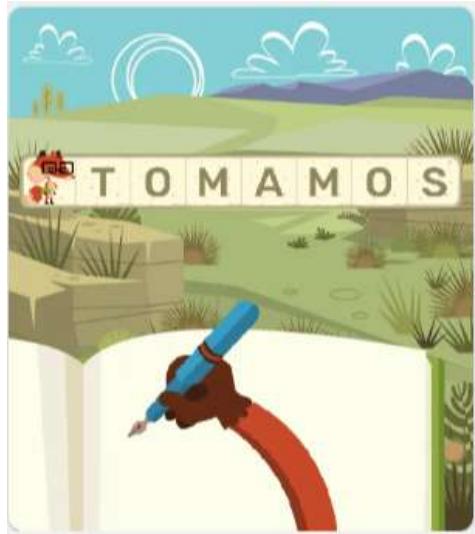
## Challenge:

Now Toto knows how to write! Make him copy the whole word.

## Clue:

Toto knows how to write the letter he is touching.

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### Blocks in sequence

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
→ WRITE THE LETTER I AM TOUCHING
→ MOVE RIGHT
→ WRITE THE LETTER I AM TOUCHING
→ MOVE RIGHT
→ WRITE THE LETTER I AM TOUCHING
→ MOVE RIGHT
→ WRITE THE LETTER I AM TOUCHING
→ MOVE RIGHT
→ WRITE THE LETTER I AM TOUCHING
→ MOVE RIGHT
→ WRITE THE LETTER I AM TOUCHING
→ MOVE RIGHT
→ WRITE THE LETTER I AM TOUCHING
```

### Blocks in repetition

```
WHEN THE PROGRAM RUNS
REPEAT 7 TIMES
→ MOVE RIGHT
→ WRITE THE LETTER I AM TOUCHING
```

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# Challenge 52- Beginner

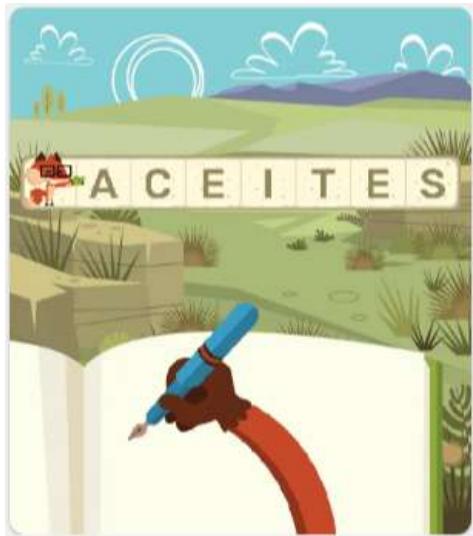
## Challenge:

Now Toto wants to write an X per each letter. No matter what he reads! How many Xs should he write?

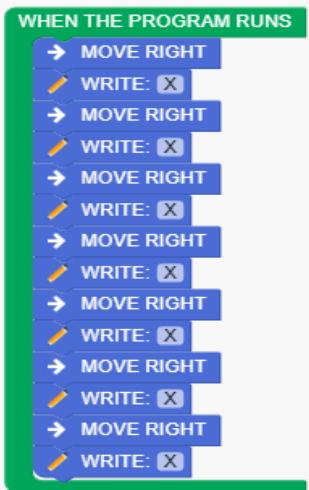
## Clue:

Toto also knows how to write the letter you want.

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### Blocks in sequence



### Blocks in repetition



# Challenge 53- Beginner

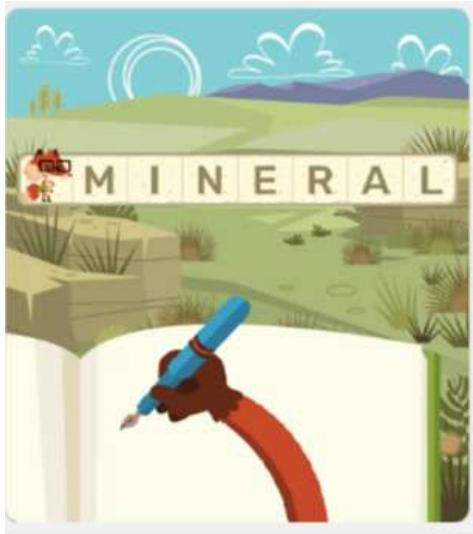
## Challenge:

Toto likes playing with the letters: make him copy the word, but make him add \"ICH\" when he reaches the M.

## Clue:

When he copies \"Cement\" he will write \"Cemichent\".

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### Blocks in sequence

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
✓ WRITE THE LETTER I AM TOUCHING
IF / IS THE CURRENT LETTER AN M ?
  ✓ WRITE : E
  → MOVE RIGHT
  ✓ WRITE THE LETTER I AM TOUCHING
  IF / IS THE CURRENT LETTER AN E ?
    ✓ WRITE : C
    → MOVE RIGHT
    ✓ WRITE THE LETTER I AM TOUCHING
    IF / IS THE CURRENT LETTER AN C ?
      ✓ WRITE : E
      → MOVE RIGHT
      ✓ WRITE THE LETTER I AM TOUCHING
      IF / IS THE CURRENT LETTER AN E ?
        ✓ WRITE : M
        → MOVE RIGHT
        ✓ WRITE THE LETTER I AM TOUCHING
        IF / IS THE CURRENT LETTER AN M ?
          ✓ WRITE : I
          → MOVE RIGHT
          ✓ WRITE THE LETTER I AM TOUCHING
          IF / IS THE CURRENT LETTER AN I ?
            ✓ WRITE : C
            → MOVE RIGHT
            ✓ WRITE THE LETTER I AM TOUCHING
            IF / IS THE CURRENT LETTER AN C ?
              ✓ WRITE : H
              → MOVE RIGHT
              ✓ WRITE THE LETTER I AM TOUCHING
              IF / IS THE CURRENT LETTER AN H ?
                ✓ WRITE : E
                → MOVE RIGHT
                ✓ WRITE THE LETTER I AM TOUCHING
                IF / IS THE CURRENT LETTER AN E ?
                  ✓ WRITE : R
                  → MOVE RIGHT
                  ✓ WRITE THE LETTER I AM TOUCHING
                  IF / IS THE CURRENT LETTER AN R ?
                    ✓ WRITE : A
                    → MOVE RIGHT
                    ✓ WRITE THE LETTER I AM TOUCHING
                    IF / IS THE CURRENT LETTER AN A ?
                      ✓ WRITE : L
                      → MOVE RIGHT
                      ✓ WRITE THE LETTER I AM TOUCHING
                      IF / IS THE CURRENT LETTER AN L ?
                        ✓ WRITE : A
```

### Blocks in repetition

```
WHEN THE PROGRAM RUNS
REPEAT 7 TIMES
  → MOVE RIGHT
  ✓ WRITE THE LETTER I AM TOUCHING
  IF / / IS THE CURRENT LETTER AN M ?
    ✓ WRITE : I
    → MOVE RIGHT
    ✓ WRITE THE LETTER I AM TOUCHING
    IF / / IS THE CURRENT LETTER AN I ?
      ✓ WRITE : C
      → MOVE RIGHT
      ✓ WRITE THE LETTER I AM TOUCHING
      IF / / IS THE CURRENT LETTER AN C ?
        ✓ WRITE : H
        → MOVE RIGHT
        ✓ WRITE THE LETTER I AM TOUCHING
        IF / / IS THE CURRENT LETTER AN H ?
          ✓ WRITE : E
          → MOVE RIGHT
          ✓ WRITE THE LETTER I AM TOUCHING
          IF / / IS THE CURRENT LETTER AN E ?
            ✓ WRITE : R
            → MOVE RIGHT
            ✓ WRITE THE LETTER I AM TOUCHING
            IF / / IS THE CURRENT LETTER AN R ?
              ✓ WRITE : A
              → MOVE RIGHT
              ✓ WRITE THE LETTER I AM TOUCHING
              IF / / IS THE CURRENT LETTER AN A ?
                ✓ WRITE : L
                → MOVE RIGHT
                ✓ WRITE THE LETTER I AM TOUCHING
                IF / / IS THE CURRENT LETTER AN L ?
                  ✓ WRITE : A
```

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# Challenge 54- Beginner

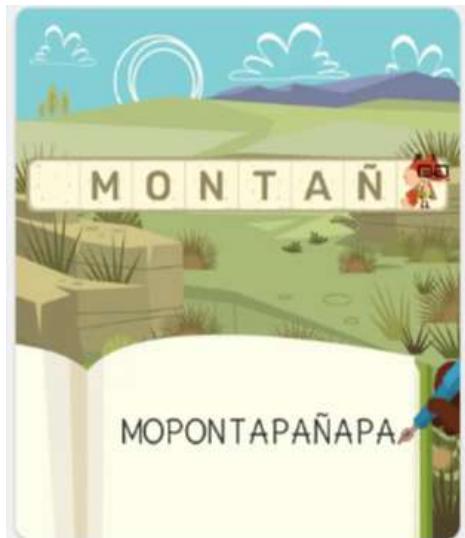
## Challenge:

Make Toto copy the word in Jeringozo language. If the word were \"DUBA\" he will have to copy \"DUPUBAPA\"

## Clue:

Jeringozo language adds \"PA\" after an A, \"PE\" after an E, and so on with the rest of the vowels.

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## Blocks in sequence

```
WHEN THE PROGRAM RUNS
REPEAT [7] TIMES
  MOVE RIGHT
  WRITE THE LETTER I AM TOUCHING
  IF [L] IS THE CURRENT LETTER AN [O]?
    WRITE: [PO]
  IF [L] IS THE CURRENT LETTER AN [A]?
    WRITE: [PA]
  IF [L] IS THE CURRENT LETTER AN [E]?
    WRITE: [PE]
```

# Challenge 55- Beginner

## Challenge:

Help Duba pick all beefsteaks up.

## Clue:

The REPEAT block can help you.

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Original blocks

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
→ MOVE RIGHT
→ MOVE RIGHT
↓ MOVE DOWN
EAT BEEFSTEAK
```

Corrected blocks

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
→ MOVE RIGHT
↓ MOVE DOWN
↓ MOVE DOWN
EAT BEEFSTEAK
```

# Challenge 56- Beginner

## Challenge:

Help Duba pick all beefsteaks up. But now there is a new block! :thinking:.

## Clue:

See what happens when you press the Run button.

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Original blocks

```
WHEN THE PROGRAM RUNS
REPEAT [3] TIMES
  MOVE RIGHT
  MOVE DOWN
  EAT BEEFSTEAK
```

Corrected blocks

```
WHEN THE PROGRAM RUNS
REPEAT [2] TIMES
  MOVE RIGHT
  MOVE DOWN
  MOVE DOWN
  EAT BEEFSTEAK
```

# IF ELSE - Alternatives

## Description:

Checks condition if the condition is true, the code inside the first (space) will activate; if the condition is false, the code inside the second (space) will activate.

## Clue:

Alternative blocks let you make decisions in your code. You can use "if" blocks to execute certain actions based on whether a condition is true or false

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**Example of use**

# Repeat (Repetition)

## Description:

Repetition blocks enable you to execute a set of instructions multiple times. You can use blocks to repeat actions for a specific number of times or until a certain condition is met.--A loop that repeats the specified amount of times.- Blocks held inside this block will loop a given amount of times, before allowing the script to continue. -

## Clue:

colocar el value desde block

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**Example of use**

# Challenge 57- Beginner

## Challenge:

Help Duba pick all beefsteaks up.

## Clue:

The REPEAT block can help you.

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### Blocks in sequence

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
↓ MOVE DOWN
↓ MOVE DOWN
↓ MOVE DOWN
🥩 EAT BEEFSTEAK
↓ MOVE DOWN
🥩 EAT BEEFSTEAK
```

### Blocks in repetition

```
WHEN THE PROGRAM RUNS
REPEAT [5] TIMES
  → MOVE RIGHT
REPEAT [3] TIMES
  ↓ MOVE DOWN
  🥩 EAT BEEFSTEAK
  ↓ MOVE DOWN
  🥩 EAT BEEFSTEAK
```

# Challenge 58- Beginner

## Challenge:

Help Duba pick all beefsteaks up.

## Clue:

The REPEAT block can help you.

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### Blocks in sequence

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
↓ MOVE DOWN
EAT BEEFSTEAK
```

### Blocks in repetition

```
WHEN THE PROGRAM RUNS
REPEAT [5] TIMES
  → MOVE RIGHT
  ↓ MOVE DOWN
  EAT BEEFSTEAK
```

# Challenge 59- Beginner

## Challenge:

Help Duba pick all beefsteaks up.

## Clue:

The REPEAT block can help you.

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### Blocks in sequence

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
↓ MOVE DOWN
↓ MOVE DOWN
↓ MOVE DOWN
← MOVE LEFT
← MOVE LEFT
↓ MOVE DOWN
↓ MOVE DOWN
→ MOVE RIGHT
→ MOVE RIGHT
EAT BEEFSTEAK
```

### Blocks in repetition

```
WHEN THE PROGRAM RUNS
REPEAT [5] TIMES
  → MOVE RIGHT
REPEAT [3] TIMES
  ↓ MOVE DOWN
← MOVE LEFT
← MOVE LEFT
↓ MOVE DOWN
↓ MOVE DOWN
→ MOVE RIGHT
→ MOVE RIGHT
EAT BEEFSTEAK
```

# Challenge 60- Beginner

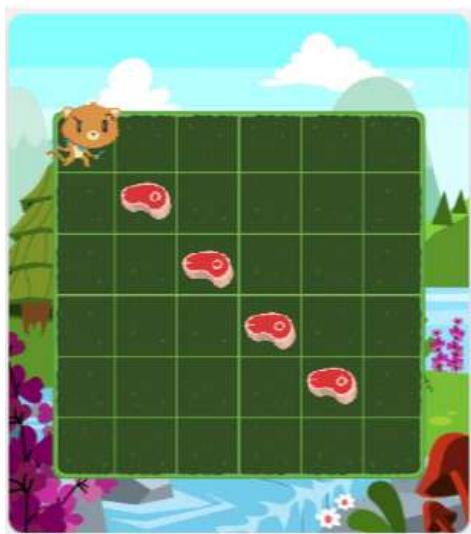
## Challenge:

Help Duba pick all beefsteaks up.

## Clue:

The REPEAT block can help you.

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### Blocks in sequence

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
↓ MOVE DOWN
🥩 EAT BEEFSTEAK
→ MOVE RIGHT
↓ MOVE DOWN
🥩 EAT BEEFSTEAK
→ MOVE RIGHT
↓ MOVE DOWN
🥩 EAT BEEFSTEAK
→ MOVE RIGHT
↓ MOVE DOWN
🥩 EAT BEEFSTEAK
```

### Blocks in repetition

```
WHEN THE PROGRAM RUNS
REPEAT [4] TIMES
  → MOVE RIGHT
  ↓ MOVE DOWN
  🥩 EAT BEEFSTEAK
```

# Challenge 61- Beginner

## Challenge:

Help Duba pick all beefsteaks up.

## Clue:

The REPEAT block can help you.

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### Blocks in sequence

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
→ EAT BEEFSTEAK
↓ MOVE DOWN
→ EAT BEEFSTEAK
```

### Blocks in repetition

```
WHEN THE PROGRAM RUNS
REPEAT [5] TIMES
  → MOVE RIGHT
  EAT BEEFSTEAK
REPEAT [5] TIMES
  ↓ MOVE DOWN
  EAT BEEFSTEAK
```

# Challenge 62- Beginner

## Challenge:

Help Duba pick all beefsteaks up.

## Clue:

The REPEAT block can help you.

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### Blocks in sequence

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
→ MOVE RIGHT
↓ MOVE DOWN
⟳ EAT BEEFSTEAK
→ MOVE RIGHT
→ MOVE RIGHT
→ MOVE RIGHT
⟳ EAT BEEFSTEAK
↑ MOVE UP
⟳ EAT BEEFSTEAK
```

### Blocks in repetition

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
→ MOVE RIGHT
REPEAT [5] TIMES
↓ MOVE DOWN
⟳ EAT BEEFSTEAK
→ MOVE RIGHT
→ MOVE RIGHT
REPEAT [5] TIMES
⟳ EAT BEEFSTEAK
↑ MOVE UP
```

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# Challenge 63- Beginner

## Challenge:

Help Duba pick all beefsteaks up.

## Clue:

The REPEAT block can help you.

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### Blocks in sequence

WHEN THE PROGRAM RUNS

- MOVE RIGHT
- MOVE RIGHT
- MOVE RIGHT
- MOVE RIGHT
- ↓ MOVE DOWN
- ↓ MOVE DOWN
- ↓ MOVE DOWN
- ← MOVE LEFT
- ← MOVE LEFT
- ↑ MOVE UP
- EAT BEEFSTEAK

### Blocks in repetition

WHEN THE PROGRAM RUNS

- REPEAT [4] TIMES
  - MOVE RIGHT
- REPEAT [3] TIMES
  - ↓ MOVE DOWN
  - ← MOVE LEFT
  - ↑ MOVE UP
- EAT BEEFSTEAK

# Challenge 64- Beginner

## Challenge:

Help Duba pick all beefsteaks up.

## Clue:

The REPEAT block can help you.

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### Blocks in sequence

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
→ MOVE RIGHT
↓ MOVE DOWN
← MOVE LEFT
← MOVE LEFT
← MOVE LEFT
↻ EAT BEEFSTEAK
→ MOVE RIGHT
↻ EAT BEEFSTEAK
```

### Blocks in repetition

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
→ MOVE RIGHT
REPEAT [ 5 ] TIMES
  ↓ MOVE DOWN
  ← MOVE LEFT
  ← MOVE LEFT
  ↻ EAT BEEFSTEAK
REPEAT [ 5 ] TIMES
  → MOVE RIGHT
  ↻ EAT BEEFSTEAK
```

# Challenge 65- Beginner

## Challenge:

Help Lita prepare the salad (with tomato and lettuce).

## Clue:

The REPEAT block can help you.

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### Blocks in sequence

```
WHEN THE PROGRAM RUNS
  ↓ MOVE DOWN
  ↗ PICK LETTUCE
  → MOVE RIGHT
  ↘ PICK THE TOMATO
  ↑ MOVE UP
  PREPARE THE SALAD
```

### Blocks in repetition

```
WHEN THE PROGRAM RUNS
  REPEAT [5] TIMES
    ↓ MOVE DOWN
    ↗ PICK LETTUCE
  REPEAT [5] TIMES
    → MOVE RIGHT
    ↘ PICK THE TOMATO
    ↑ MOVE UP
  PREPARE THE SALAD
```

# Challenge 66- Beginner

## Challenge:

Help Lita prepare the salad (with tomato and lettuce).

## Clue:

The REPEAT block can help you.

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### Blocks in sequence

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
↓ MOVE DOWN
→ MOVE RIGHT
↓ MOVE DOWN
→ MOVE RIGHT
△ PICK LETTUCE
↓ MOVE DOWN
● PICK THE TOMATO
→ MOVE RIGHT
△ PICK LETTUCE
↓ MOVE DOWN
● PICK THE TOMATO
→ MOVE RIGHT
↓ MOVE DOWN
PREPARE THE SALAD
```

### Blocks in repetition

```
WHEN THE PROGRAM RUNS
REPEAT [3] TIMES
→ MOVE RIGHT
↓ MOVE DOWN
● PICK THE TOMATO
→ MOVE RIGHT
↓ MOVE DOWN
● PICK THE TOMATO
→ MOVE UP
△ PICK LETTUCE
MOVE UP
← MOVE LEFT
△ PICK LETTUCE
→ MOVE RIGHT
→ MOVE RIGHT
REPEAT [3] TIMES
↓ MOVE DOWN
PREPARE THE SALAD
```

# Challenge 67 - Beginner

## Challenge:

Help Lita prepare the salad (with tomato and lettuce).

## Clue:

The REPEAT block can help you.

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### Blocks in sequence

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
● PICK THE TOMATO
↓ MOVE DOWN
↓ MOVE DOWN
↓ MOVE DOWN
▲ PICK LETTUCE
← MOVE LEFT
← MOVE LEFT
↓ MOVE DOWN
↓ MOVE DOWN
→ MOVE RIGHT
→ MOVE RIGHT
■ PREPARE THE SALAD
```

### Blocks in repetition

```
WHEN THE PROGRAM RUNS
REPEAT [5] TIMES
  → MOVE RIGHT
  ● PICK THE TOMATO
  REPEAT [3] TIMES
    ↓ MOVE DOWN
    ▲ PICK LETTUCE
    ← MOVE LEFT
    ← MOVE LEFT
    ↓ MOVE DOWN
    ↓ MOVE DOWN
    → MOVE RIGHT
    → MOVE RIGHT
■ PREPARE THE SALAD
```

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# Challenge 68- Beginner

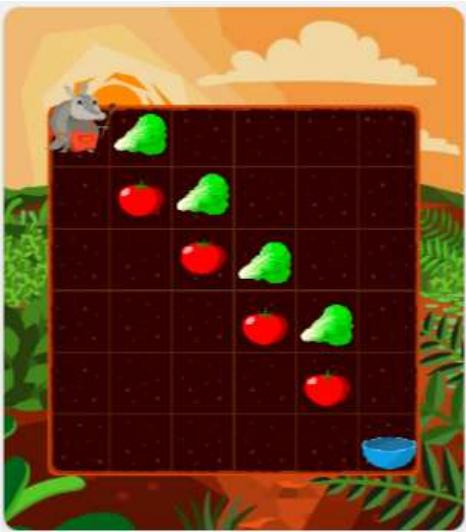
## Challenge:

Help Lita prepare the salad (with tomato and lettuce).

### Clue:

The REPEAT block can help you.

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## Blocks in sequence

WHEN THE PROGRAM RUNS

- MOVE RIGHT
- lettuce PICK LETTUCE
- ↓ MOVE DOWN
- tomato PICK THE TOMATO
- MOVE RIGHT
- lettuce PICK LETTUCE
- ↓ MOVE DOWN
- tomato PICK THE TOMATO
- MOVE RIGHT
- lettuce PICK LETTUCE
- ↓ MOVE DOWN
- tomato PICK THE TOMATO
- MOVE RIGHT
- lettuce PICK LETTUCE
- ↓ MOVE DOWN
- tomato PICK THE TOMATO
- MOVE RIGHT
- lettuce PREPARE THE SALAD

## Blocks in repetition

# Challenge 69- Beginner

## Challenge:

Help Lita prepare the salad (with tomato and lettuce).

## Clue:

The REPEAT block can help you.

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### Blocks in sequence

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
→ PICK THE TOMATO
→ MOVE DOWN
→ PICK LETTUCE
→ MOVE LEFT
→ MOVE LEFT
→ MOVE LEFT
PREPARE THE SALAD
```

### Blocks in repetition

```
WHEN THE PROGRAM RUNS
REPEAT [5] TIMES
→ MOVE RIGHT
→ PICK THE TOMATO
REPEAT [5] TIMES
↓ MOVE DOWN
↓ PICK LETTUCE
← MOVE LEFT
← MOVE LEFT
PREPARE THE SALAD
```

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# Challenge 70- Beginner

## Challenge:

Help Lita prepare the salad (with tomato and lettuce).

## Clue:

The REPEAT block can help you.

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## Blocks in sequence

- WHEN THE PROGRAM RUNS
- MOVE RIGHT
- MOVE RIGHT
- PICK LETTUCE
- MOVE DOWN
- PICK LETTUCE
- ↓ MOVE DOWN
- MOVE RIGHT
- MOVE RIGHT
- PICK THE TOMATO
- ↑ MOVE UP
- MOVE UP
- MOVE RIGHT
- PREPARE THE SALAD

## Blocks in repetition

A Scratch script for a robot to make a salad. It starts with a 'WHEN THE PROGRAM RUNS' hat. The script then enters a 'REPEAT [5 TIMES]' loop. Inside the loop, the robot 'PICKS LETTUCE' (represented by a green plant icon), 'MOVES DOWN' (down arrow), 'MOVES RIGHT' (right arrow), 'MOVES RIGHT' (right arrow), and enters another 'REPEAT [5 TIMES]' loop. Inside this inner loop, the robot 'PICKS THE TOMATO' (represented by a red tomato icon), 'MOVES UP' (up arrow), 'MOVES RIGHT' (right arrow), and finally 'PREPARES THE SALAD' (represented by a bowl icon).

# Challenge 71- Beginner

## Challenge:

Help Lita prepare the salad (with tomato and lettuce).

## Clue:

The REPEAT block can help you.

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### Blocks in sequence

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
△ PICK LETTUCE
→ MOVE DOWN
↓ MOVE DOWN
↓ MOVE DOWN
→ MOVE LEFT
● PICK THE TOMATO
← MOVE LEFT
● PICK THE TOMATO
← MOVE LEFT
↑ MOVE UP
PREPARE THE SALAD
```

### Blocks in repetition

```
WHEN THE PROGRAM RUNS
REPEAT [4] TIMES
  → MOVE RIGHT
  △ PICK LETTUCE
REPEAT [3] TIMES
  ↓ MOVE DOWN
REPEAT [2] TIMES
  ● PICK THE TOMATO
  ← MOVE LEFT
  ↑ MOVE UP
  PREPARE THE SALAD
```

# Challenge 72- Beginner

## Challenge:

Help Lita prepare the salad (with tomato and lettuce).

## Clue:

The REPEAT block can help you.

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### Blocks in sequence

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
→ MOVE RIGHT
▢ PICK LETTUCE
↓ MOVE DOWN
↓ MOVE DOWN
↓ MOVE DOWN
↓ MOVE DOWN
← MOVE LEFT
← MOVE LEFT
▢ PICK THE TOMATO
→ MOVE RIGHT
▢ PREPARE THE SALAD
```

### Blocks in repetition

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
→ MOVE RIGHT
▢ PICK LETTUCE
REPEAT [5] TIMES
↓ MOVE DOWN
← MOVE LEFT
← MOVE LEFT
▢ PICK THE TOMATO
REPEAT [5] TIMES
→ MOVE RIGHT
▢ PREPARE THE SALAD
```

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# Challenge 73- Beginner

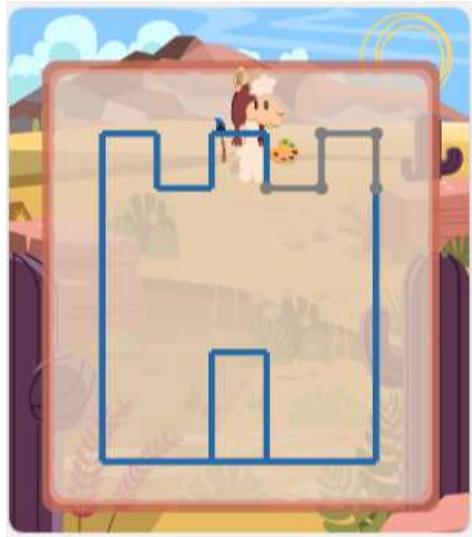
## Challenge:

Help Coty the llama complete the tower.

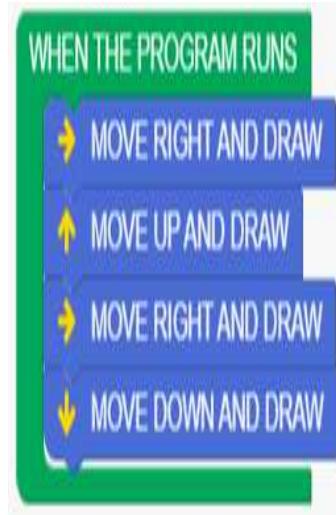
## Clue:

To complete the drawing, Coty needs to draw on the grey lines.

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**Blocks in sequence**



# Challenge 74- Beginner

## Challenge:

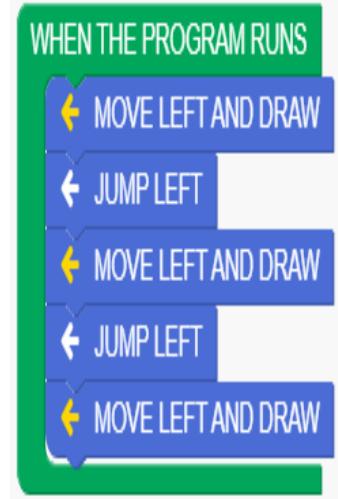
The llama wants to draw only three lines. How could she do it?

## Clue:

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**Blocks in sequence**



# Challenge 75- Beginner

## Challenge:

It's time for a good mate. Help the llama finish her drawing.

## Clue:

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### Blocks in sequence

WHEN THE PROGRAM RUNS

```
↑ MOVE UP AND DRAW
↑ JUMP UP
→ MOVE RIGHT AND DRAW
→ MOVE RIGHT AND DRAW
→ MOVE RIGHT AND DRAW
↑ JUMP UP
↑ JUMP UP
↑ MOVE UP AND DRAW
→ MOVE RIGHT AND DRAW
```

# Challenge 76- Beginner

## Challenge:

The llama now wants to draw 4 lines. What's the repeating pattern here?

## Clue:

The REPEAT block may contain more than one block.

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### Blocks in sequence

```
WHEN THE PROGRAM RUNS
  MOVE RIGHT AND DRAW
  JUMP RIGHT
  MOVE RIGHT AND DRAW
  JUMP RIGHT
  MOVE RIGHT AND DRAW
  JUMP RIGHT
  MOVE RIGHT AND DRAW
```

### Blocks in repetition

```
WHEN THE PROGRAM RUNS
  REPEAT (4) TIMES
    MOVE RIGHT AND DRAW
    JUMP RIGHT
```

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# Challenge 77 - Beginner

## Challenge:

Coty wants to draw a staircase. Can you see the repeating pattern? How many times does it repeat?

## Clue:

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### Blocks in sequence

```
WHEN THE PROGRAM RUNS
  ↑ MOVE UP AND DRAW
  → MOVE RIGHT AND DRAW
  → MOVE RIGHT AND DRAW
  ↑ MOVE UP AND DRAW
  → MOVE RIGHT AND DRAW
  → MOVE RIGHT AND DRAW
  ↑ MOVE UP AND DRAW
  → MOVE RIGHT AND DRAW
  → MOVE RIGHT AND DRAW
```

### Blocks in repetition

```
WHEN THE PROGRAM RUNS
  REPEAT (3) TIMES
    ↑ MOVE UP AND DRAW
    → MOVE RIGHT AND DRAW
    → MOVE RIGHT AND DRAW
```

# Challenge 78- Beginner

## Challenge:

Help Coty draw the missing letter.

## Clue:

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## Blocks in sequence

WHEN THE PROGRAM RUNS

```
→ MOVE RIGHT AND DRAW
← MOVE LEFT AND DRAW
← MOVE LEFT AND DRAW
→ MOVE RIGHT AND DRAW
↓ MOVE DOWN AND DRAW
↓ MOVE DOWN AND DRAW
```

# Challenge 79- Beginner

## Challenge:

Can you see the repeating pattern? How many times does it repeat?

## Clue:

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### Blocks in sequence

```
WHEN THE PROGRAM RUNS
  MOVE UP AND DRAW
  MOVE RIGHT AND DRAW
  MOVE DOWN AND DRAW
  JUMP DOWN
  MOVE RIGHT AND DRAW
  JUMP UP
  MOVE UP AND DRAW
  MOVE RIGHT AND DRAW
  MOVE DOWN AND DRAW
  JUMP DOWN
  MOVE RIGHT AND DRAW
  JUMP UP
  MOVE UP AND DRAW
  MOVE RIGHT AND DRAW
  MOVE DOWN AND DRAW
  JUMP DOWN
  MOVE RIGHT AND DRAW
```

### Blocks in repetition

```
WHEN THE PROGRAM RUNS
  REPEAT 3 TIMES
    MOVE UP AND DRAW
    MOVE RIGHT AND DRAW
    MOVE DOWN AND DRAW
    JUMP RIGHT
    JUMP DOWN
  REPEAT 3 TIMES
    MOVE LEFT AND DRAW
    JUMP LEFT
```

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# Challenge 80- Beginner

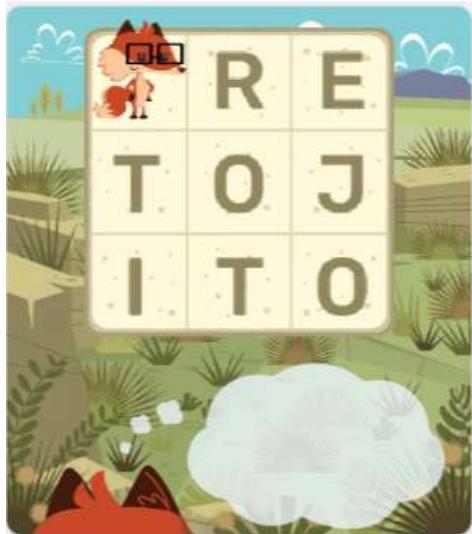
## Challenge:

Help the fox read his name: TOTO.

## Clue:

TOTO reads the letters over which he moves.

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Blocks in sequence



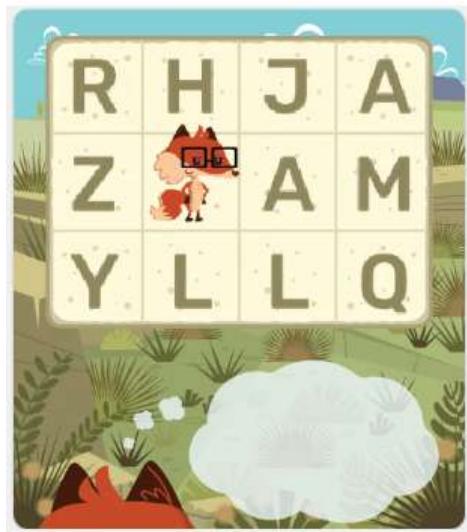
# Challenge 81- Beginner

## Challenge:

The fox is thinking about Coty, his friend from the Puna. Help him read LLAMA.

## Clue:

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Blocks in sequence



# Challenge 82- Beginner

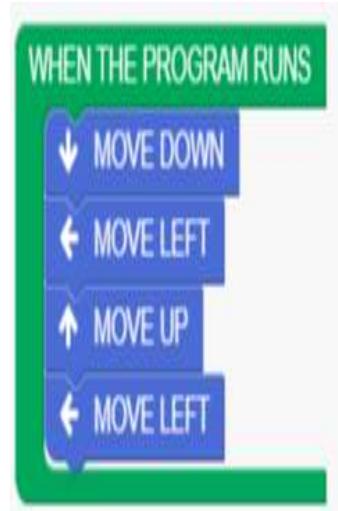
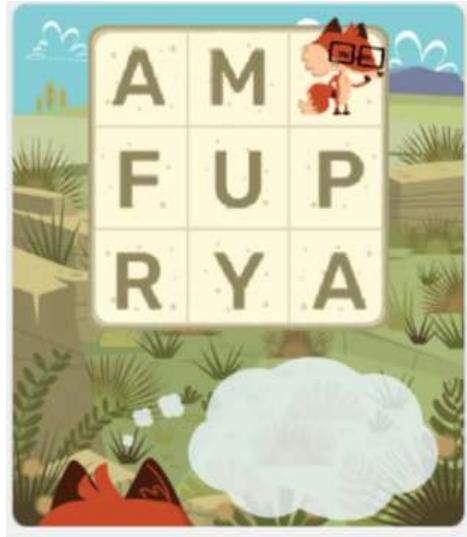
## Challenge:

Guess who the fox is thinking about! A clue: it's an animal who likes eating beefsteak very much.

## Clue:

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Blocks in sequence



# Challenge 83- Beginner

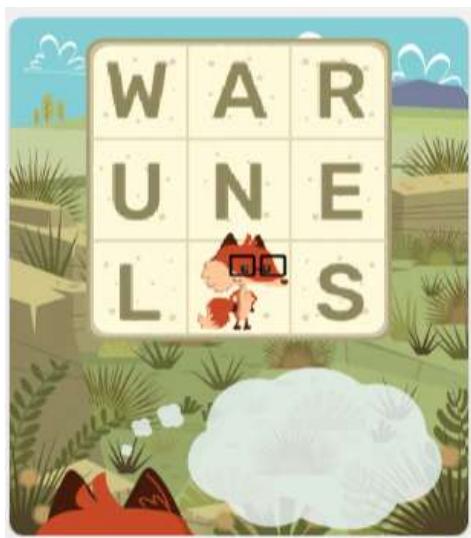
## Challenge:

Fix the program so that Toto can read a day of the week.

## Clue:

Toto can execute instructions one-at-the-time with the 'STEP' button.

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### Original blocks

```
WHEN THE PROGRAM RUNS
  ← MOVE LEFT
  ↑ MOVE UP
  → MOVE RIGHT
  ↑ MOVE UP
  → MOVE RIGHT
  ↓ MOVE DOWN
  ↓ MOVE DOWN
```

### Corrected blocks

```
WHEN THE PROGRAM RUNS
  ← MOVE LEFT
  ↑ MOVE UP
  → MOVE RIGHT
  → MOVE RIGHT
  ↓ MOVE DOWN
  ↓ MOVE DOWN
```

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# Procedures (Define)

## Description:

Procedures allow you to define a set of instructions that can be reused throughout your program.

## Clue:

This helps in organizing your code and making it more efficient.

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**Example of use**

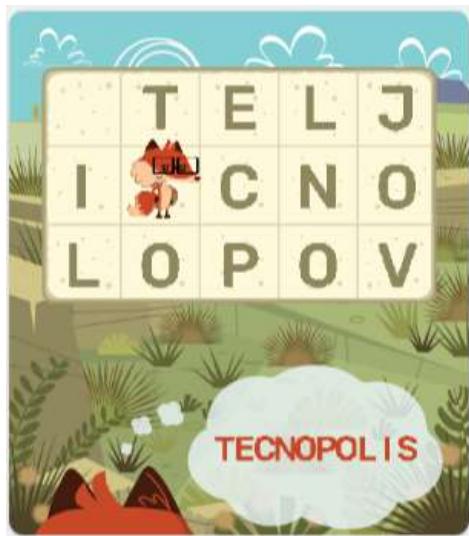
# Challenge 84- Beginner

## Challenge:

Toto has to read a word. Where can he find a Clu-Block.org stand? In Tec....!

## Clue:

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## Blocks in sequence

### WHEN THE PROGRAM RUNS

```
→ MOVE RIGHT
→ MOVE RIGHT
↓ MOVE DOWN
→ MOVE RIGHT
↓ MOVE DOWN
← MOVE LEFT
← MOVE LEFT
← MOVE LEFT
↑ MOVE UP
→ MOVE RIGHT
```

# Challenge 85- Beginner

## Challenge:

Toto has to read the name of a palindromic province. Which one is it?

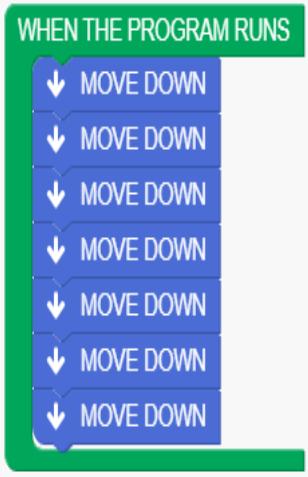
## Clue:

The REPEAT block comes in clutch!

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### Blocks in sequence



### Blocks in repetition



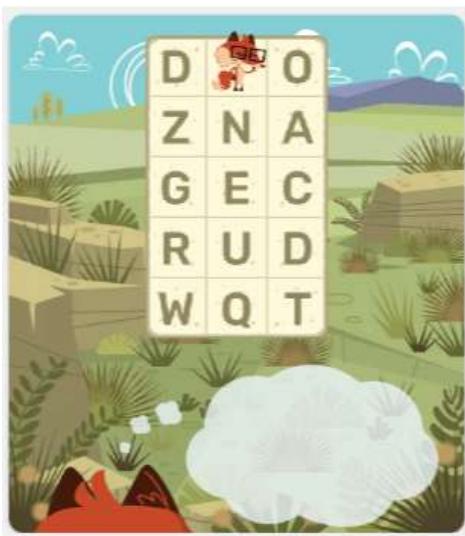
# Challenge 86- Beginner

## Challenge:

Toto needs to read Neuquén again. Remember it's spelled the same both ways! :wink:

## Clue:

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### Blocks in sequence

```
WHEN THE PROGRAM RUNS
  ↓ MOVE DOWN
  ↓ MOVE DOWN
  ↓ MOVE DOWN
  ↓ MOVE DOWN
  ↑ MOVE UP
  ↑ MOVE UP
  ↑ MOVE UP
  ↑ MOVE UP
```

### Blocks in repetition

```
WHEN THE PROGRAM RUNS
  REPEAT [4] TIMES
    ↓ MOVE DOWN
  REPEAT [4] TIMES
    ↑ MOVE UP
```

# Challenge 87 - Beginner

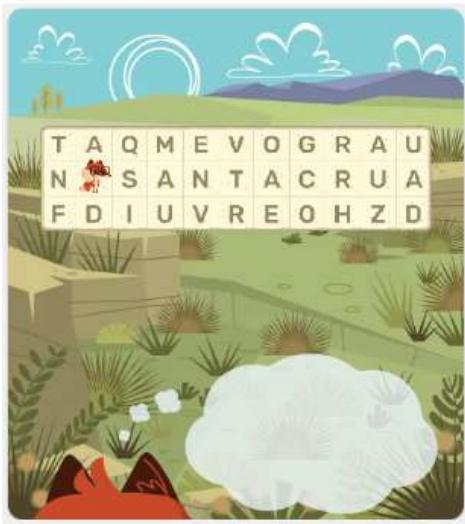
## Challenge:

Help Toto read SANTA CRUZ. This time, use the REPEAT block!

## Clue:

Did you know a single REPEAT block can hold many other blocks inside?

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### Blocks in sequence

```
WHEN THE PROGRAM RUNS
→ MOVE RIGHT
↓ MOVE DOWN
```

### Blocks in repetition

```
WHEN THE PROGRAM RUNS
REPEAT [8] TIMES
  → MOVE RIGHT
  ↓ MOVE DOWN
```

# Challenge 88- Beginner

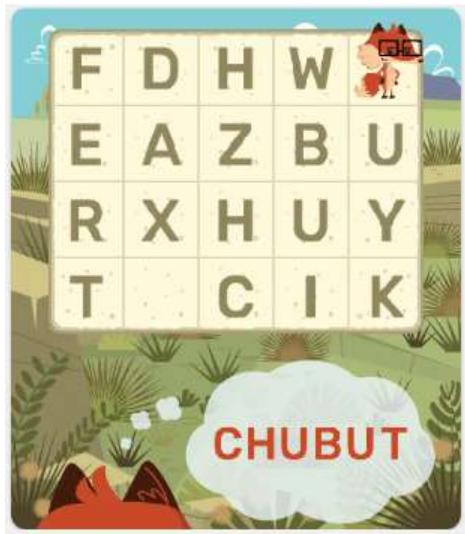
## Challenge:

This program suggests Toto can now read the name of the province south of rio negro.\nDoes it work or should we fix anything?

## Clue:

Toto can execute the instructions one-at-the-time with the 'STEP' button.

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Original blocks



Corrected blocks

