

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

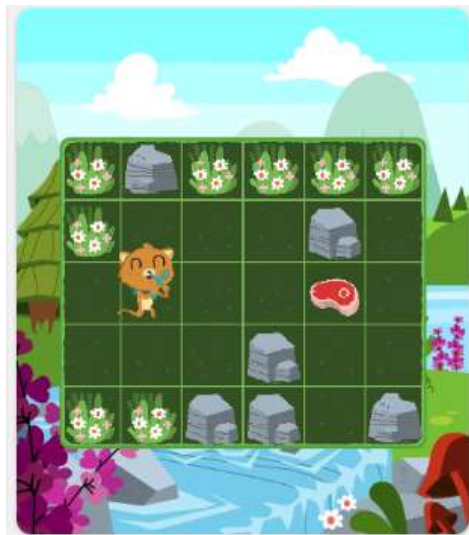
Challenge 1- Beginner

Challenge:

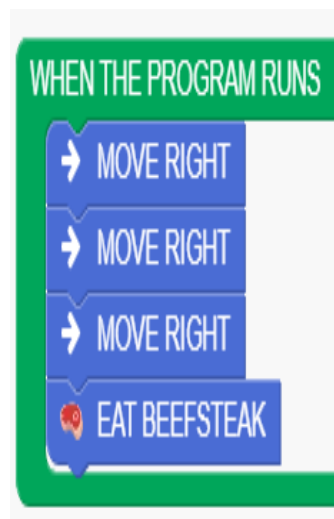
Help Duba the puma eat her beefsteak. Avoid the obstacles.

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:

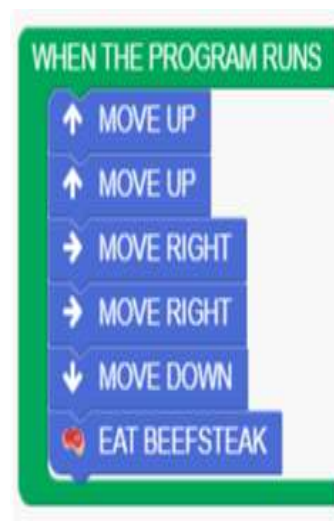
Duba wants to eat her beefsteak up. How could she do it?

Clue:

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Blocks in sequence



Challenge 7- Beginner

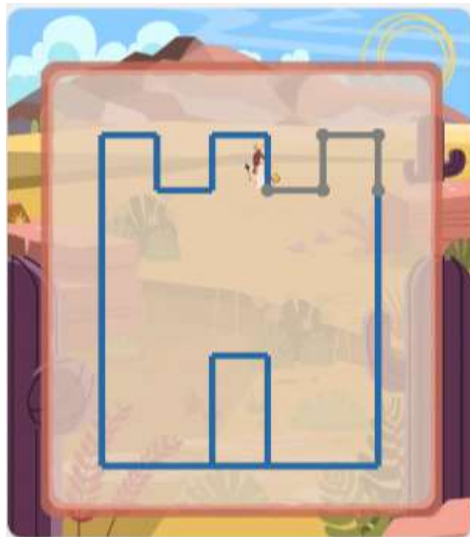
Challenge:

Help the llama complete the tower.

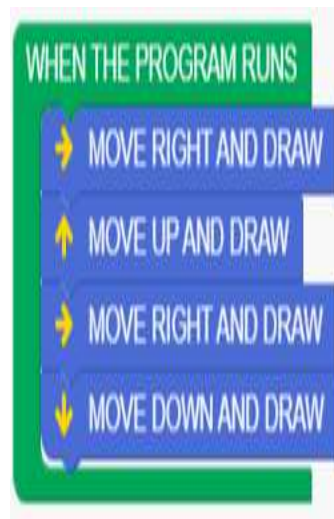
Clue:

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:

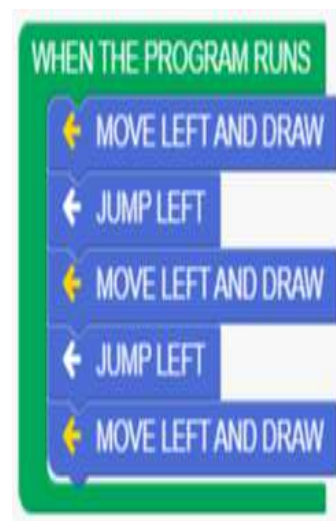
The llama only wants to draw three lines. How could she do it?

Clue:

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Blocks in sequence



Challenge 10- Beginner

Challenge:

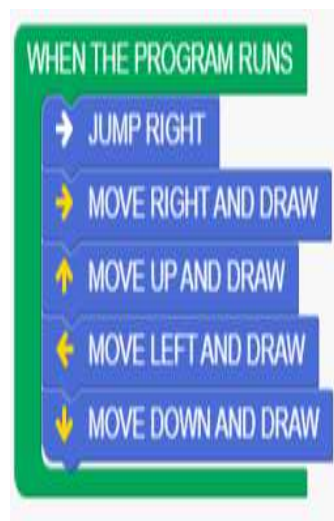
Will you help the llama complete the happy face?

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



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



Challenge 15- Beginner

Challenge:

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

Clue:

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Blocks in sequence



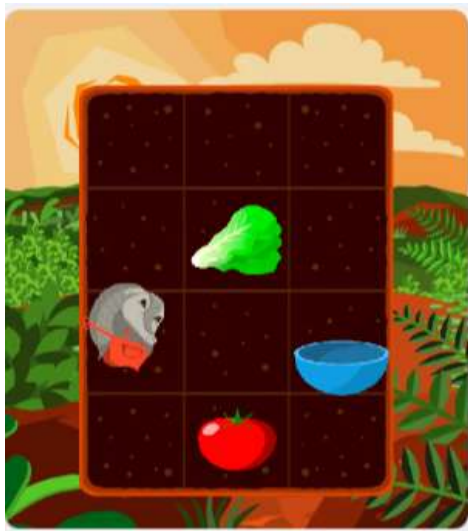
Challenge 16- Beginner

Challenge:

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

Clue:

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Blocks in sequence



Challenge 17- Beginner

Challenge:

Help Lita prepare her favorite dish.

Clue:

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Blocks in sequence



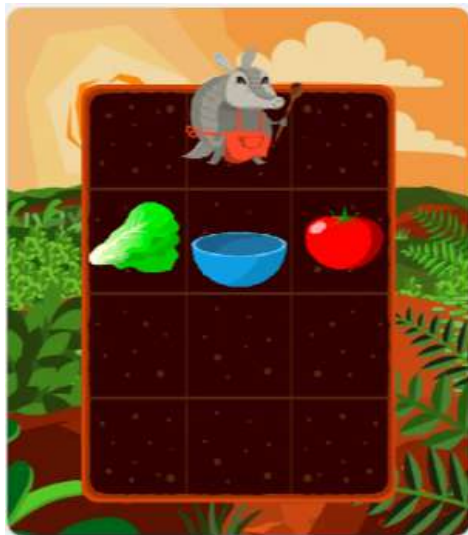
Challenge 18- Beginner

Challenge:

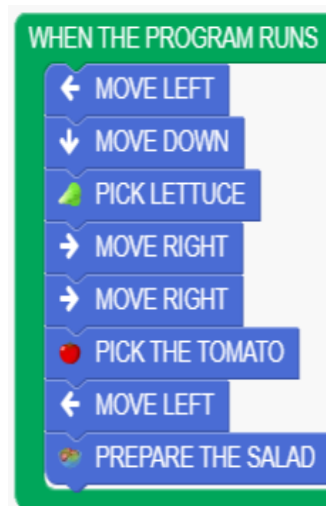
Will she take tomato or lettuce leaves first? Help Lita prepare her favorite dish.

Clue:

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Blocks in sequence



Challenge 19- Beginner

Challenge:

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

Clue:

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Blocks in sequence



Challenge 20- Beginner

Challenge:

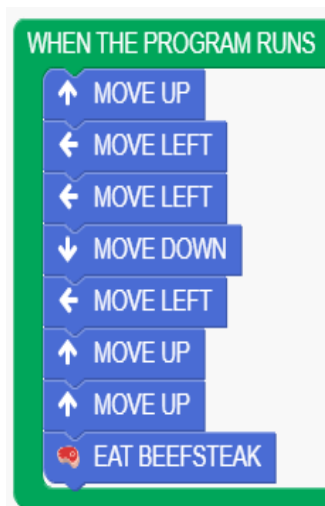
What's the error here? Find it, and help Duba eat her beefsteak.

Clue:

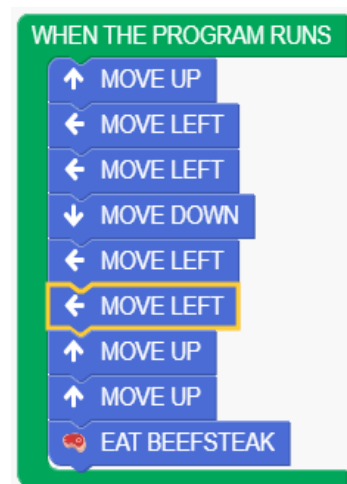
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Original blocks



Corrected blocks



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:

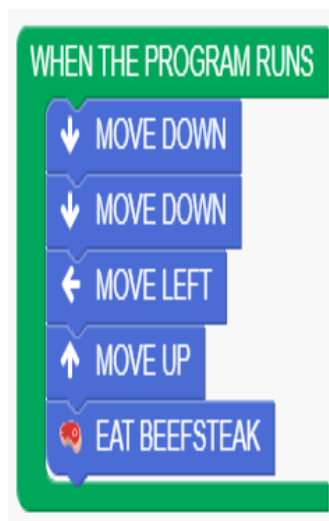
Find out what the problem of this program is, and correct it, to help Duba eat her beefsteak.

Clue:

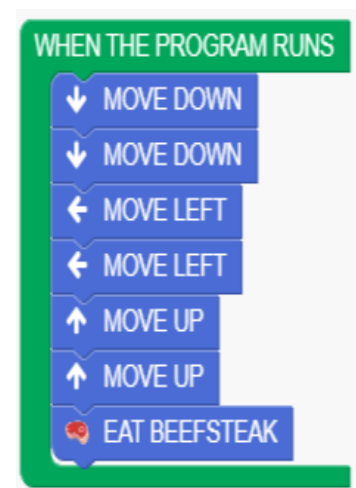
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Original blocks



Corrected blocks



Challenge 23- Beginner

Challenge:

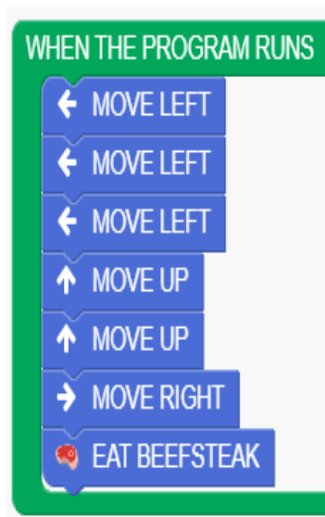
Are there instructions in excess or anything missing? Look at the program, find out what the error is, and help Duba eat her favorite dish.

Clue:

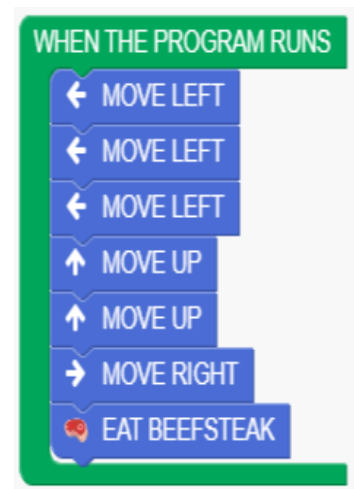
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Original blocks



Corrected blocks



Challenge 24- Beginner

Challenge:

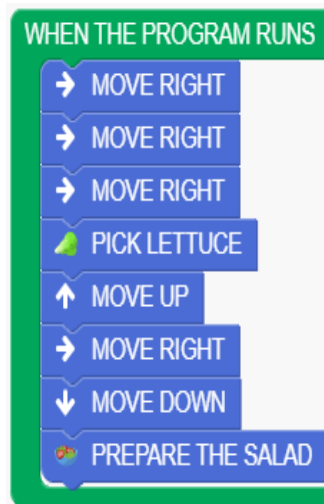
What error can you find in this program? Correct it and help the armadillo prepare her lunch.

Clue:

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Original blocks



Corrected blocks



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



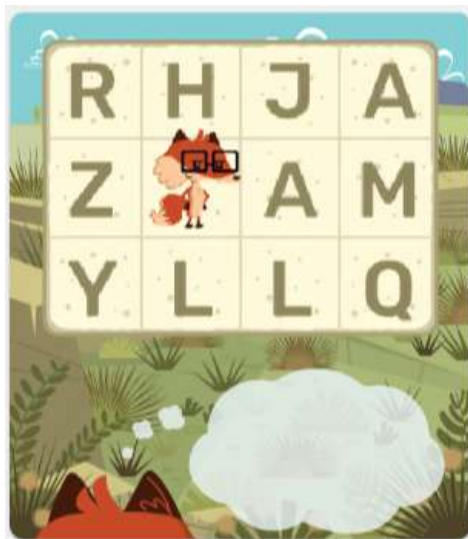
Challenge 26- Beginner

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



Challenge 28- Beginner

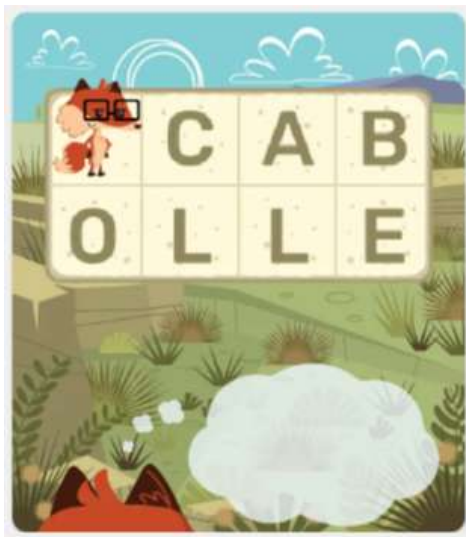
Challenge:

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

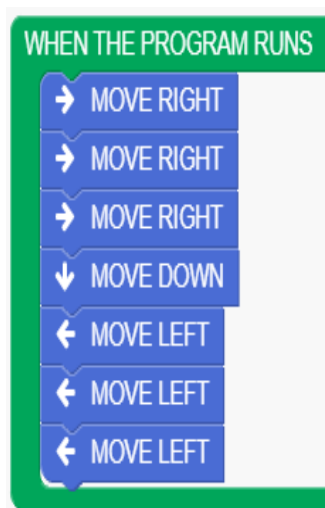
Clue:

CABALLO

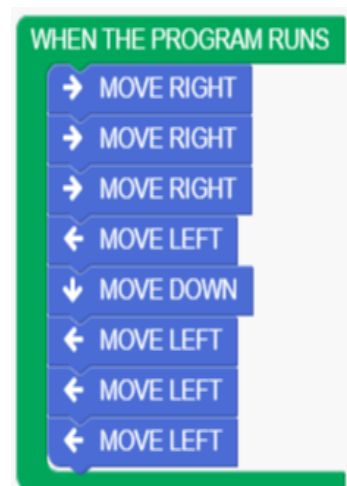
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Original blocks



Corrected blocks



Challenge 29- Beginner

Challenge:

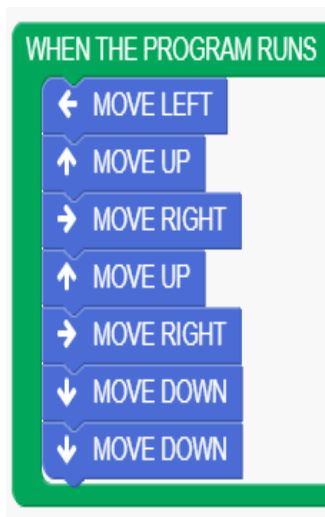
The fox is absentminded. Help him read correctly what day he will arrive at his grandparents house.

Clue:

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Original blocks



Corrected blocks



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?

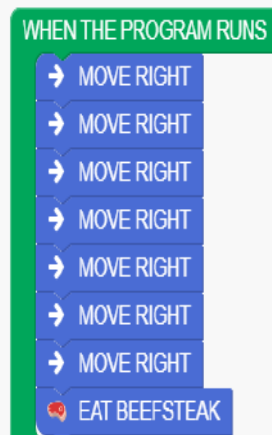
Clue:

You can use the new \"Repeat\" block

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Blocks in sequence



Blocks in repetition



Challenge 31- Beginner

Challenge:

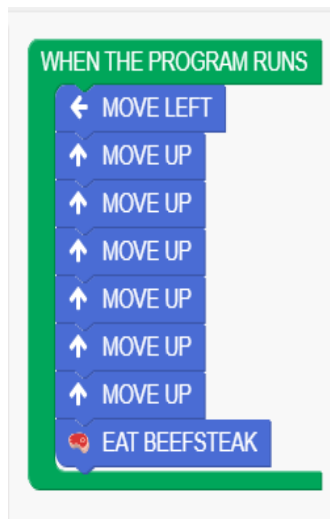
The puma is hungry and she is far from her beefsteak. But now she knows how to repeat!

Clue:

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Blocks in sequence



Blocks in repetition



Challenge 32- Beginner

Challenge:

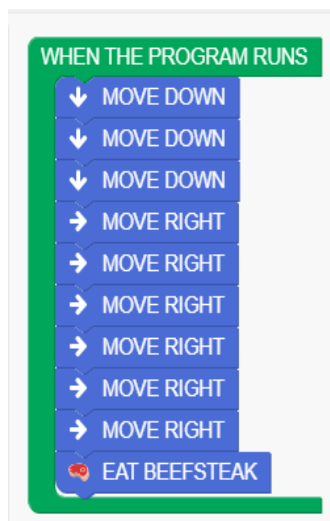
How could the puma reach her food without need of using many \"Move\" blocks?

Clue:

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Blocks in sequence



Blocks in repetition



Challenge 33- Beginner

Challenge:

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

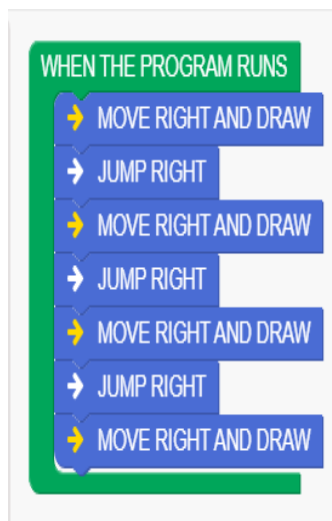
Clue:

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

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Blocks in sequence



Blocks in repetition



Challenge 34- Beginner

Challenge:

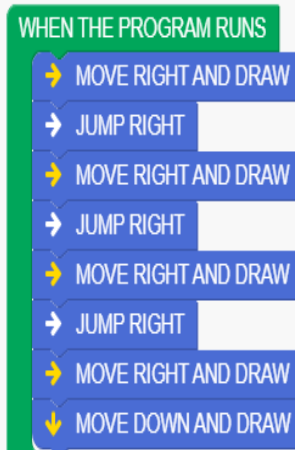
Now, in addition, you have to draw downwards! Will this be as easy as adding a block to what you did before? How many repetitions are needed now?

Clue:

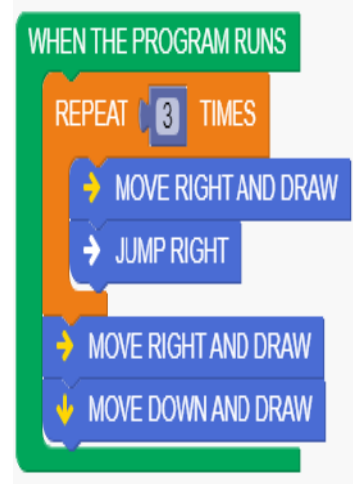
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Blocks in sequence



Blocks in repetition



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?

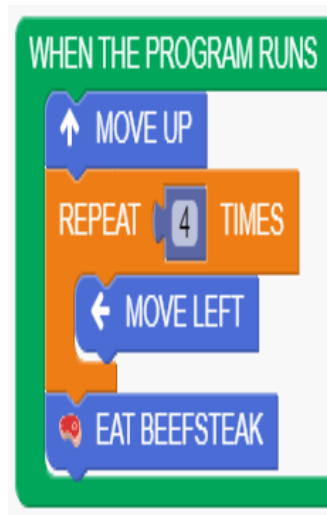
Clue:

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



Corrected blocks



Challenge 38- Beginner

Challenge:

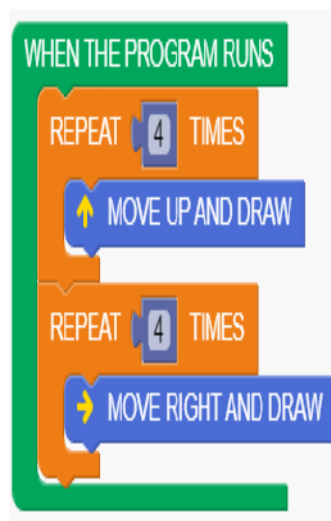
What pattern should Coty repeat this time? Is the proposed solution correct?

Clue:

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Original blocks



Corrected blocks



Challenge 39- Beginner

Challenge:

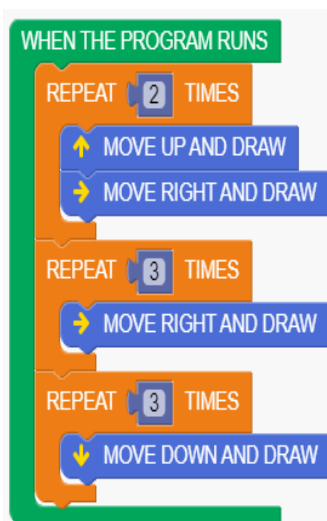
Coty got lost again! Can you find the errors and correct them? The llama will be thankful.

Clue:

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Original blocks



Corrected blocks



Challenge 40- Beginner

Challenge:

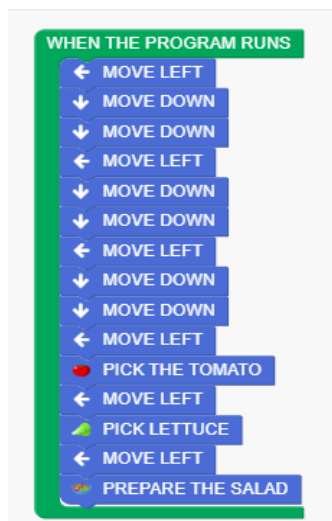
Can you find the steps that repeat? What are they? Create the program to help Lita prepare today's special salad.

Clue:

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Blocks in sequence



Blocks in repetition



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



Corrected blocks



IF...then - Alternatives

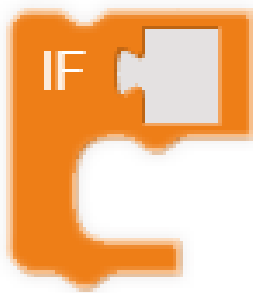
Description:

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

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?

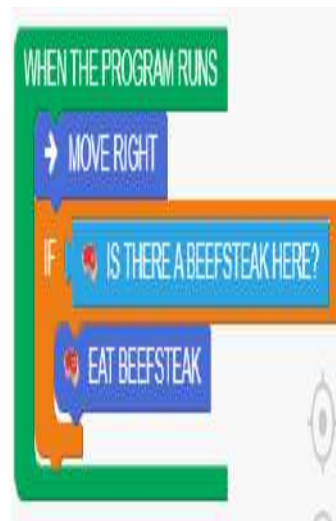
Clue:

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

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Blocks in sequence



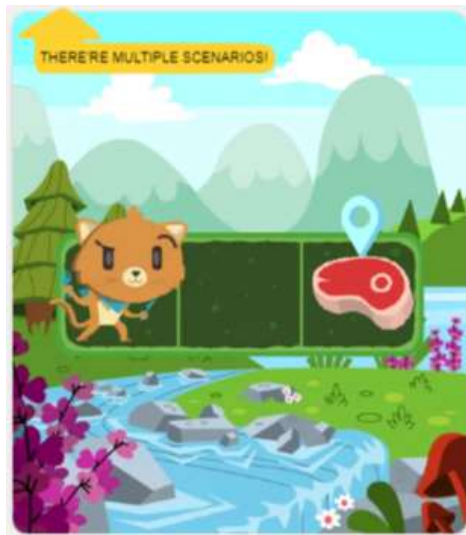
Challenge 43- Beginner

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!

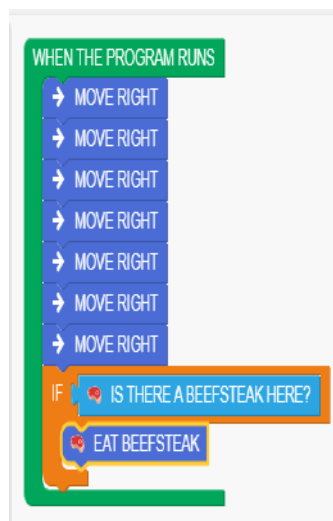
Clue:

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

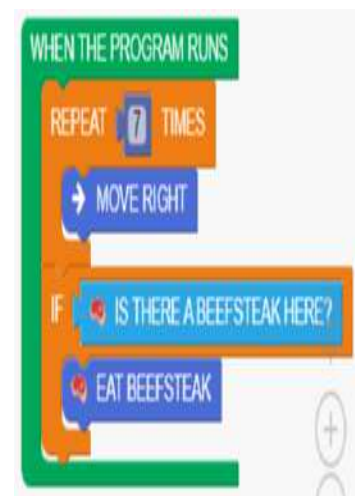
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Blocks in sequence



Blocks in repetition



Challenge 49- Beginner

Challenge:

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

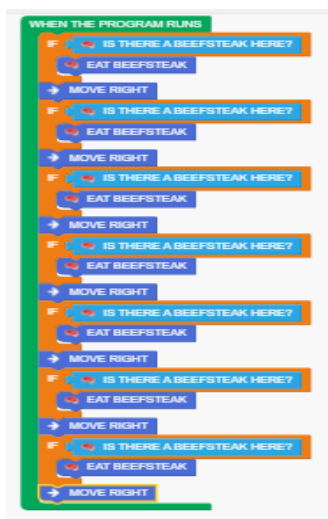
Clue:

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

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Blocks in sequence



Blocks in repetition



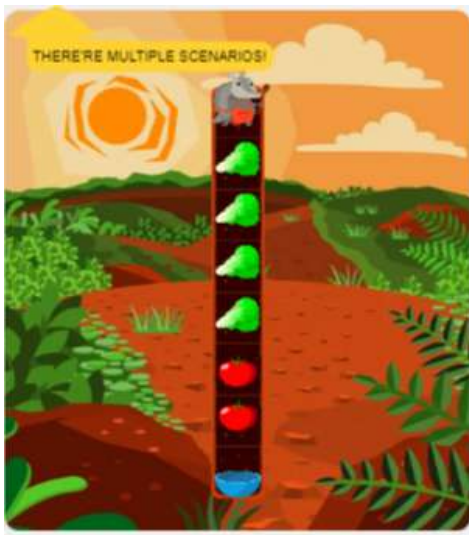
Challenge 50- Beginner

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



Challenge 51- Beginner

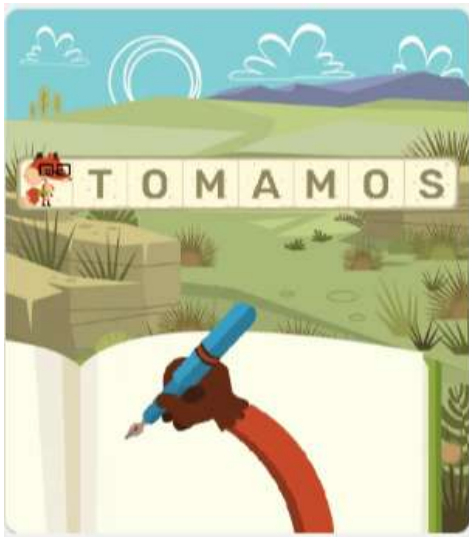
Challenge:

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

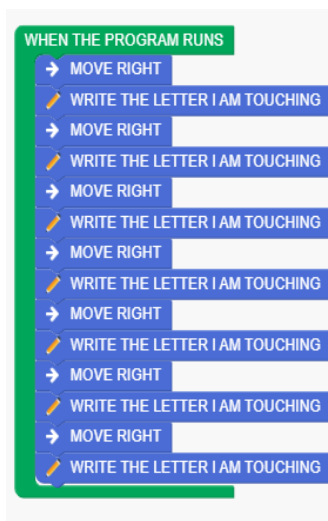
Clue:

Toto knows how to write the letter he is touching.

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Blocks in sequence



Blocks in repetition



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?

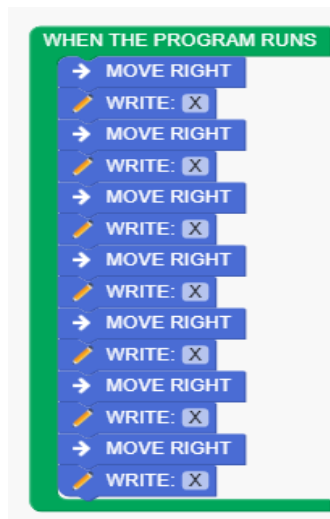
Clue:

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.

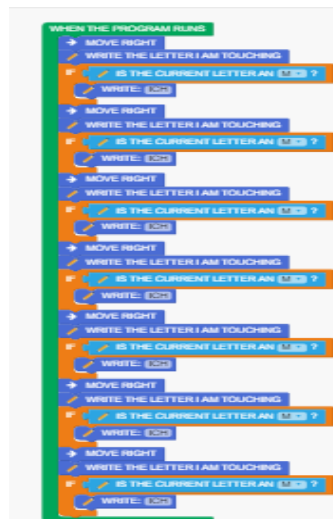
Clue:

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

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Blocks in sequence



Blocks in repetition



Challenge 54- Beginner

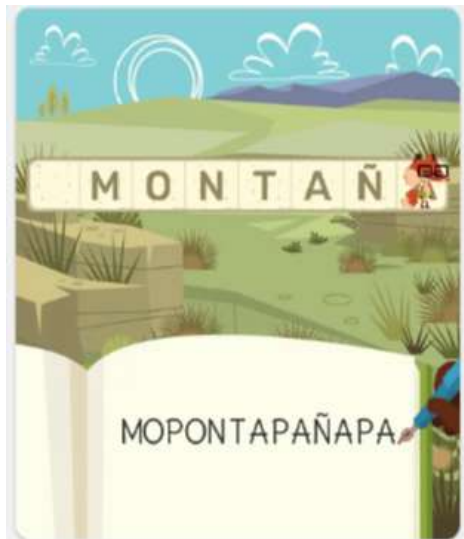
Challenge:

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

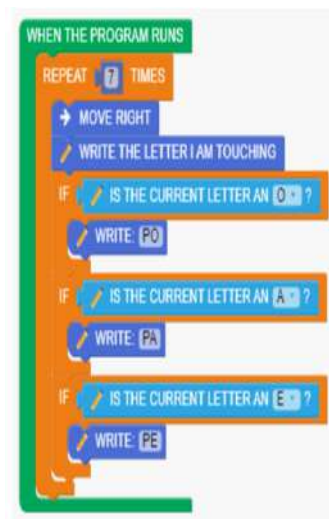
Clue:

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



Challenge 55- Beginner

Challenge:

Help Duba pick all beefsteaks up.

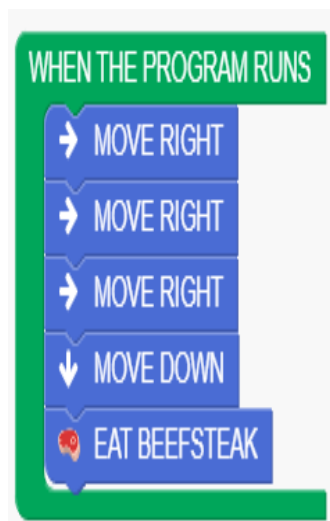
Clue:

The REPEAT block can help you.

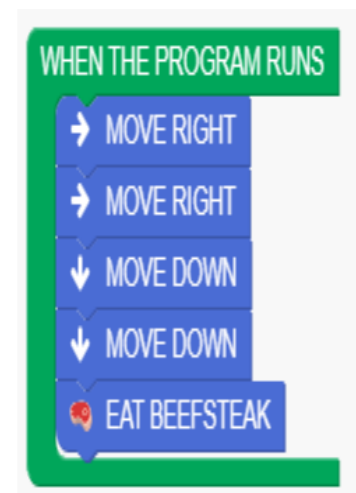
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Original blocks



Corrected blocks



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.

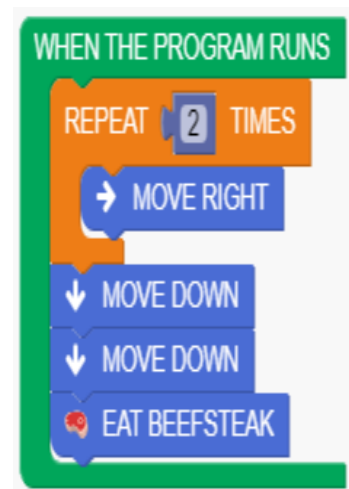
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Original blocks



Corrected blocks



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.

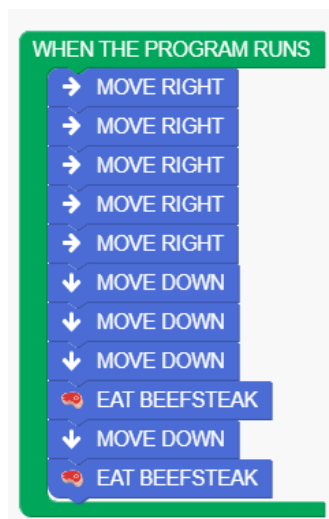
Clue:

The REPEAT block can help you.

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Blocks in sequence



Blocks in repetition



Challenge 58- Beginner

Challenge:

Help Duba pick all beefsteaks up.

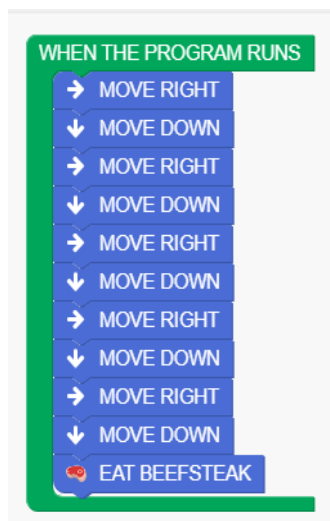
Clue:

The REPEAT block can help you.

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Blocks in sequence



Blocks in repetition



Challenge 59- Beginner

Challenge:

Help Duba pick all beefsteaks up.

Clue:

The REPEAT block can help you.

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Blocks in sequence



Blocks in repetition



Challenge 60- Beginner

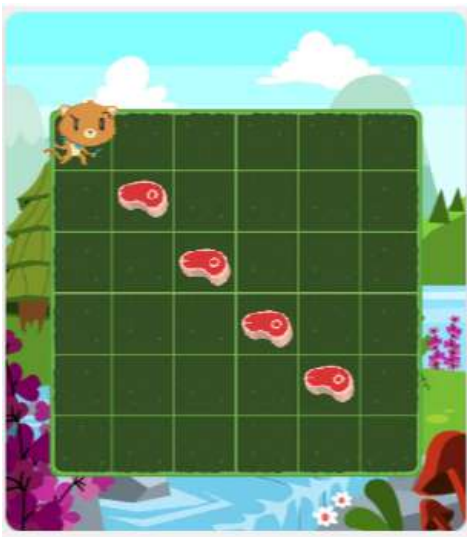
Challenge:

Help Duba pick all beefsteaks up.

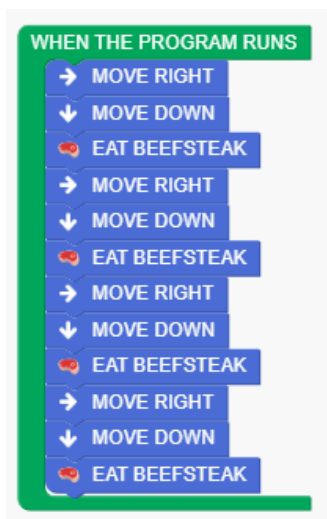
Clue:

The REPEAT block can help you.

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Blocks in sequence



Blocks in repetition



Challenge 61- Beginner

Challenge:

Help Duba pick all beefsteaks up.

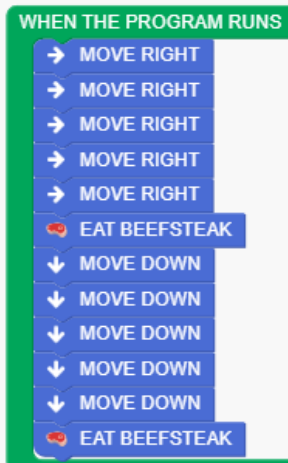
Clue:

The REPEAT block can help you.

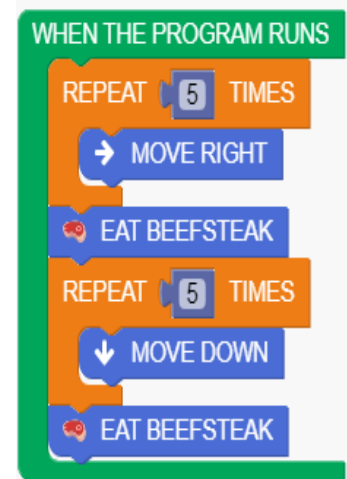
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Blocks in sequence



Blocks in repetition



Challenge 62- Beginner

Challenge:

Help Duba pick all beefsteaks up.

Clue:

The REPEAT block can help you.

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Blocks in sequence



Blocks in repetition



Challenge 63- Beginner

Challenge:

Help Duba pick all beefsteaks up.

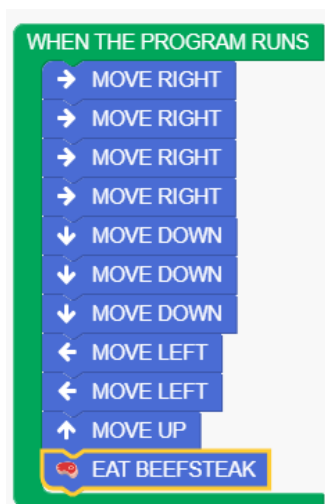
Clue:

The REPEAT block can help you.

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Blocks in sequence



Blocks in repetition



Challenge 64- Beginner

Challenge:

Help Duba pick all beefsteaks up.

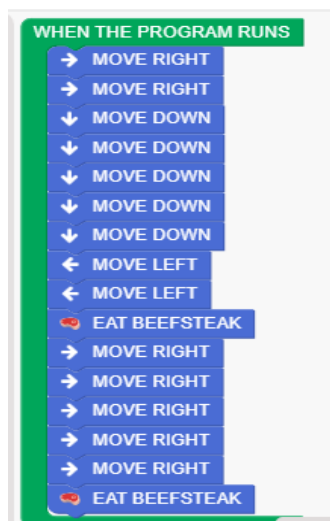
Clue:

The REPEAT block can help you.

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Blocks in sequence



Blocks in repetition



Challenge 65- Beginner

Challenge:

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

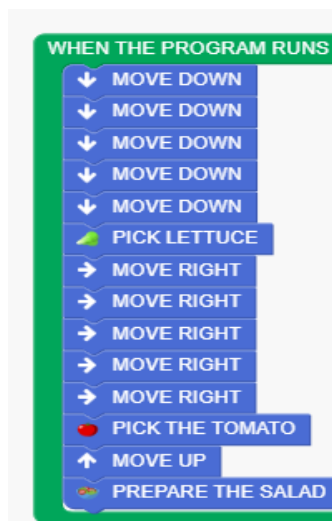
Clue:

The REPEAT block can help you.

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Blocks in sequence



Blocks in repetition



Challenge 66- Beginner

Challenge:

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

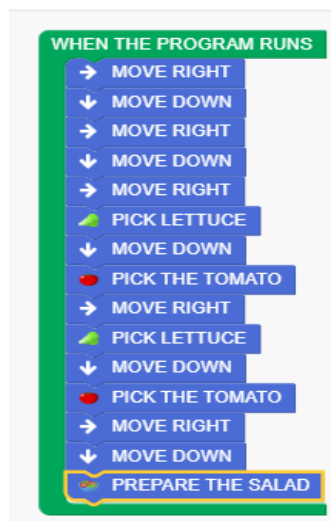
Clue:

The REPEAT block can help you.

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Blocks in sequence



Blocks in repetition



Challenge 67- Beginner

Challenge:

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

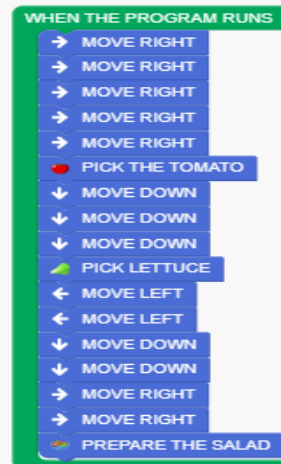
Clue:

The REPEAT block can help you.

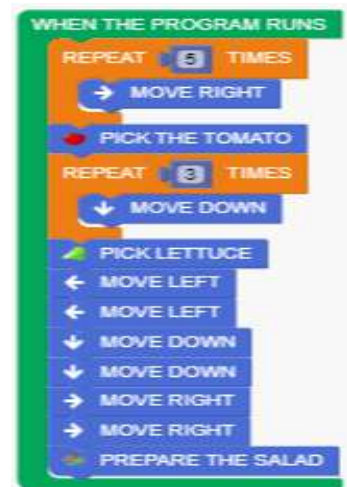
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Blocks in sequence



Blocks in repetition



Challenge 68- Beginner

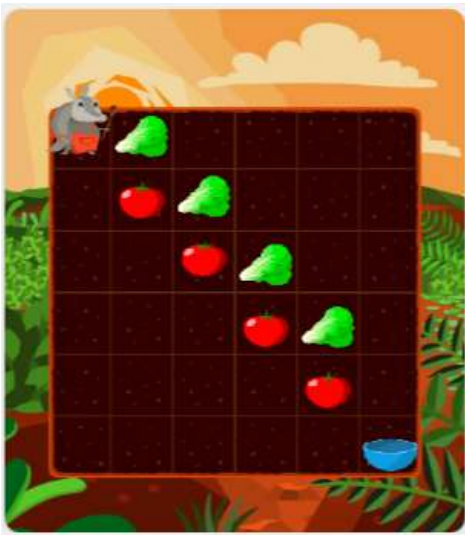
Challenge:

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

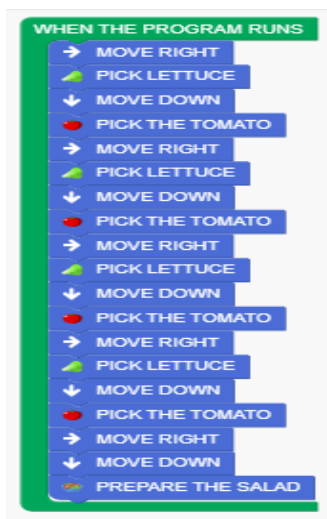
Clue:

The REPEAT block can help you.

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Blocks in sequence



Blocks in repetition



Challenge 69- Beginner

Challenge:

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

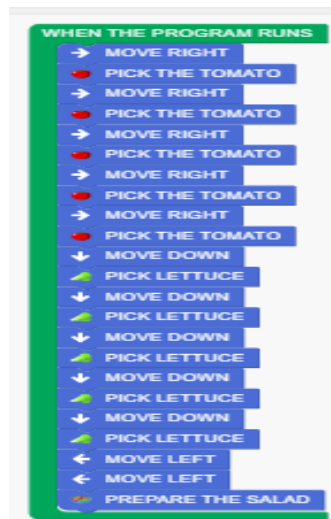
Clue:

The REPEAT block can help you.

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Blocks in sequence



Blocks in repetition



Challenge 70- Beginner

Challenge:

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

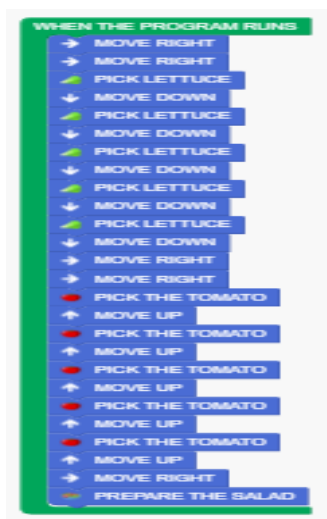
Clue:

The REPEAT block can help you.

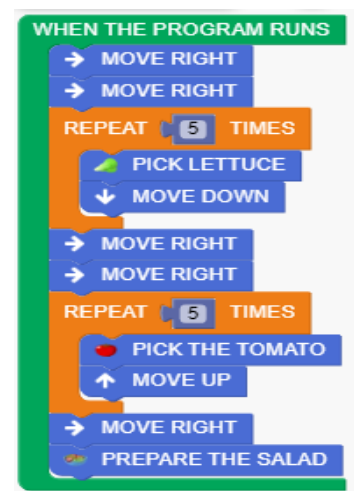
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Blocks in sequence



Blocks in repetition



Challenge 71- Beginner

Challenge:

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

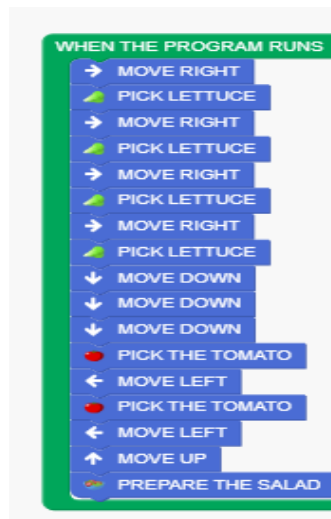
Clue:

The REPEAT block can help you.

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Blocks in sequence



Blocks in repetition



Challenge 72- Beginner

Challenge:

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

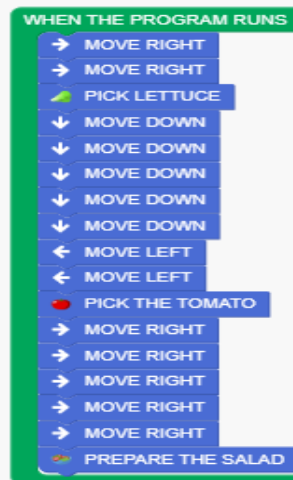
Clue:

The REPEAT block can help you.

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Blocks in sequence



Blocks in repetition



Challenge 73- Beginner

Challenge:

Help Coty the llama complete the tower.

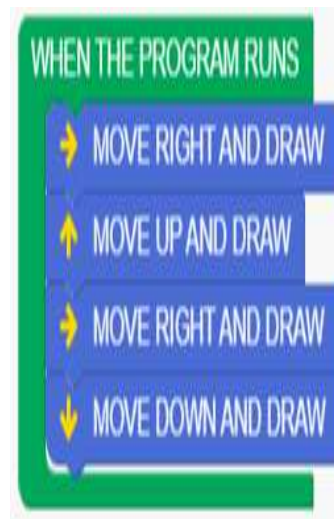
Clue:

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

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Blocks in sequence



Challenge 74- Beginner

Challenge:

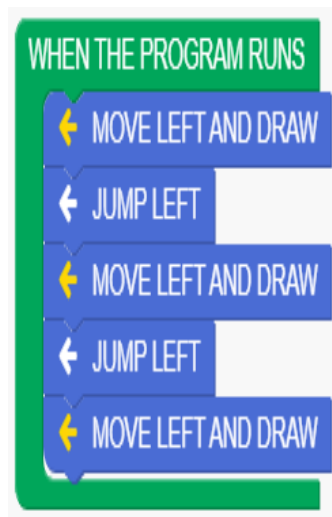
The llama wants to draw only three lines. How could she do it?

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?

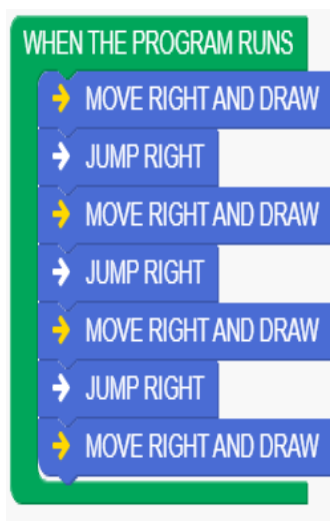
Clue:

The REPEAT block may contain more than one block.

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Blocks in sequence



Blocks in repetition



Challenge 77- Beginner

Challenge:

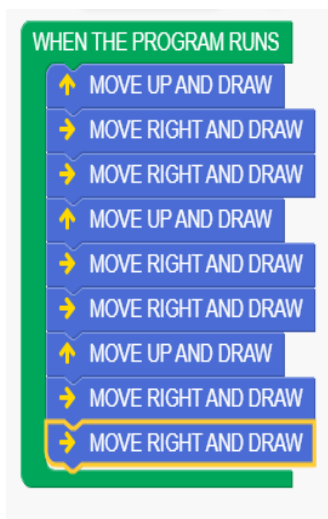
Coty wants to draw a staircase. Can you see the repeating pattern? How many times does it repeat?

Clue:

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Blocks in sequence



Blocks in repetition



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:

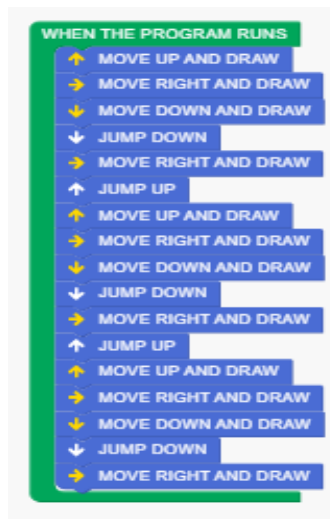
Can you see the repeating pattern? How many times does it repeat?

Clue:

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Blocks in sequence



Blocks in repetition



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



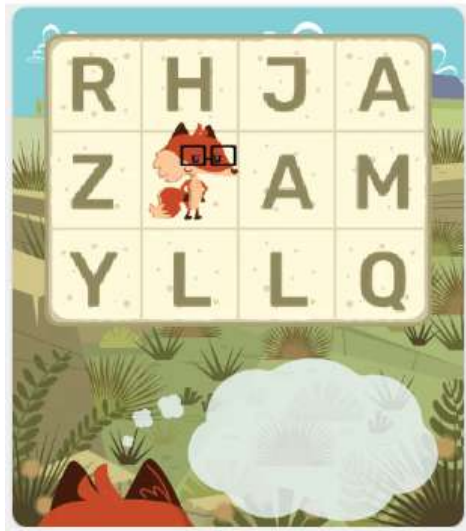
Challenge 81- Beginner

Challenge:

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

Clue:

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Blocks in sequence



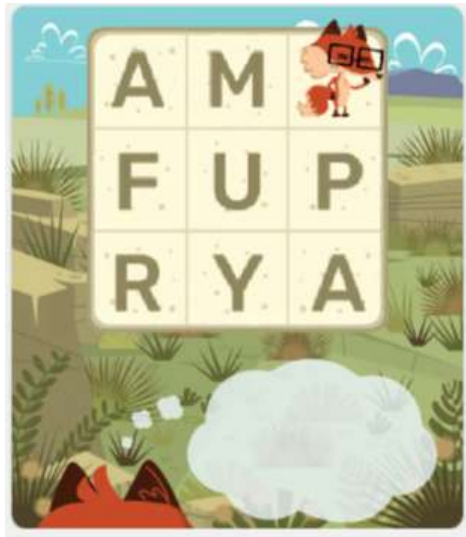
Challenge 82- Beginner

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

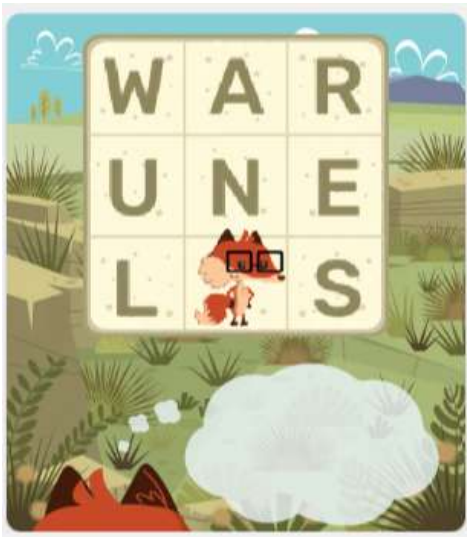
Challenge:

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

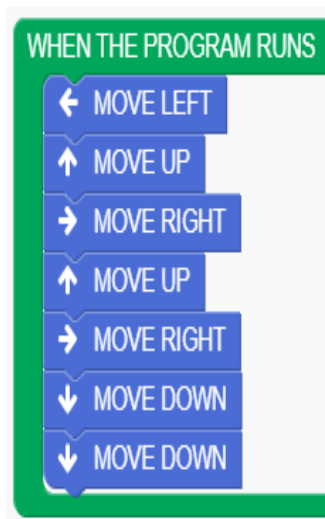
Clue:

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

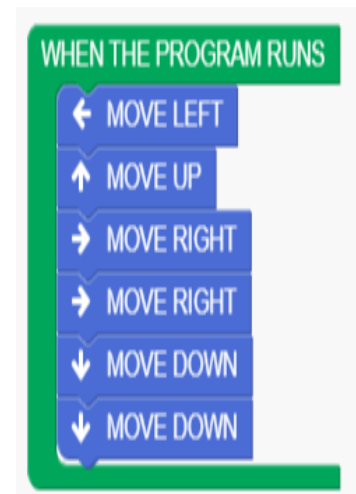
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Original blocks



Corrected blocks



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?

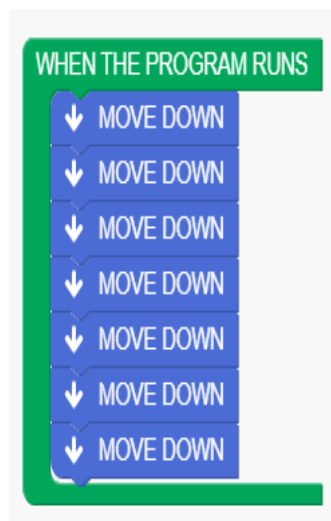
Clue:

The REPEAT block comes in clutch!

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Blocks in sequence



Blocks in repetition



Challenge 86- Beginner

Challenge:

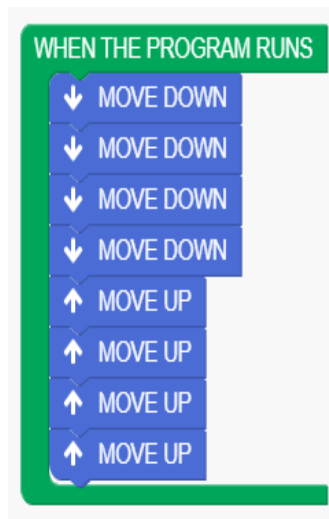
Toto needs to read Neuquén again. Remember it's spelled the same both ways! :wink:

Clue:

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Blocks in sequence



Blocks in repetition



Challenge 87- Beginner

Challenge:

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

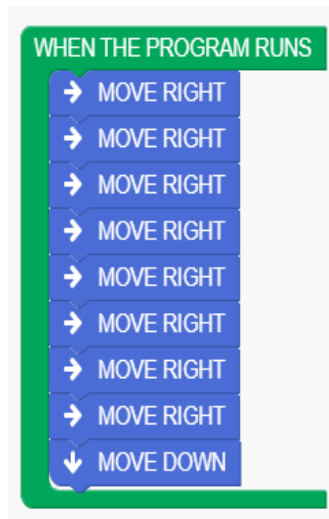
Clue:

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

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Blocks in sequence



Blocks in repetition



Challenge 88- Beginner

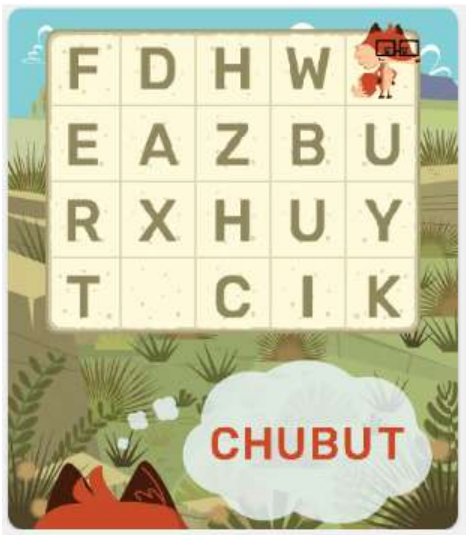
Challenge:

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

