Overview: Introduces linear motion blocks, the idea of using reset scripts, and programming more than one character.

Warm-up (5-10 minutes)
- Ask students what they remember from last time

Work Through Tutorial As a Class (20 minutes)
- Go to the "Motions and Resetting" Tutorial

Page 1
- Students follow the directions given on Page 1
- Discuss what each script does (and the differences between each program)
- Go to Page 2

Page 2
- Students can connect the blocks and work to get the cat to the next door.
- Have students click the "Go Home", or "reset" button, to see what it does.
- Discuss what the button is for (Does the cat go backwards? Does it disappear and reappear randomly? No, it returns to wherever it started).
- Go to Page 3

Page 3
- Students follow the directions given on Page 3.
- Students should figure out to click each button (programmed to move 8 units per tap) in sequence to get the cat to each circle.
- Go to Page 4

Page 4 - Explore! (20 minutes)
- Give students time to explore and create their own stories (program the cat) with blue motion blocks"