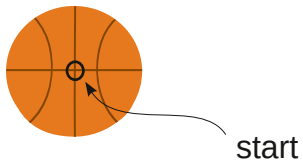
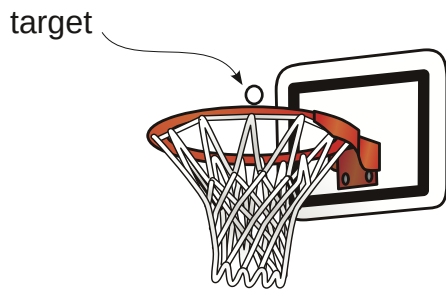


# Pull & throw

Pull on a shape and make it to fly in the opposite direction.

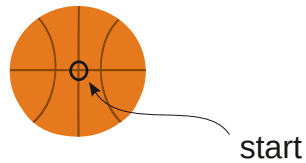
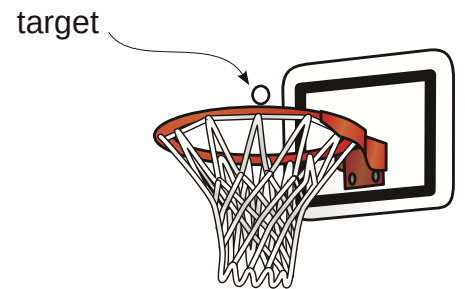


CC-BY-SA, Coderdojo Zürich, Ale Rimoldi.



# Pull & throw

Pull on a shape and make it to fly in the opposite direction.

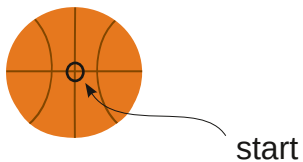
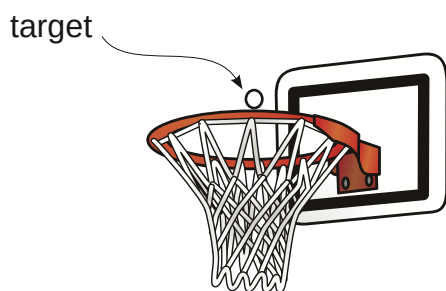


CC-BY-SA, Coderdojo Zürich, Ale Rimoldi.



# Pull & throw

Pull on a shape and make it to fly in the opposite direction.

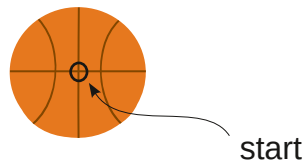
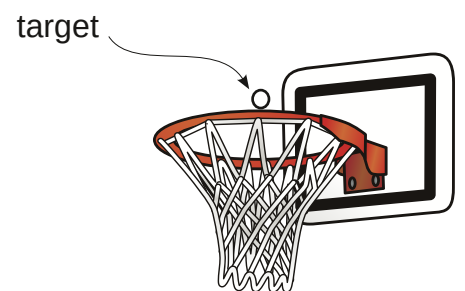


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# Pull & throw

Pull on a shape and make it to fly in the opposite direction.

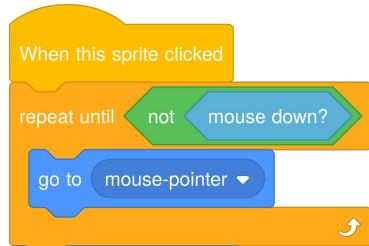


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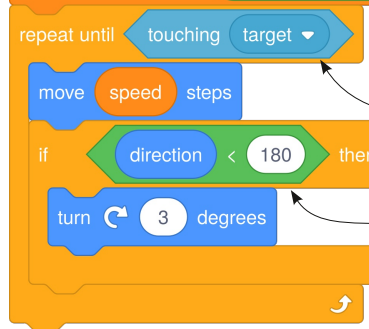
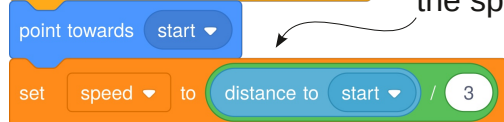




When clicked, the ball starts following the mouse



Point towards the ball and use the distance for the speed.

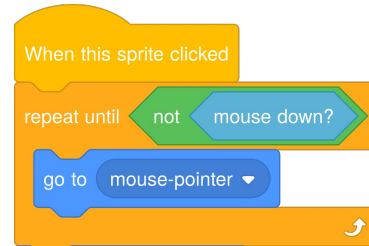


Move until the ball gets to the target.

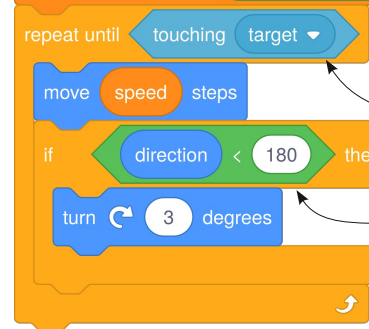
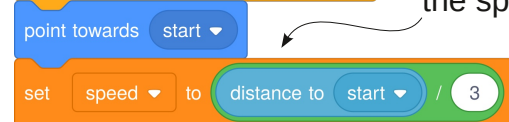
"Gravity": Turn right until the ball is falling straight down.



When clicked, the ball starts following the mouse



Point towards the ball and use the distance for the speed.

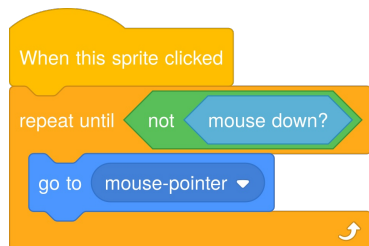
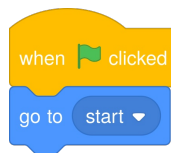


Move until the ball gets to the target.

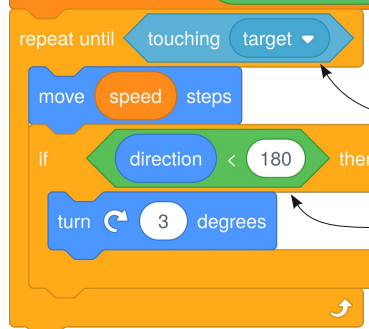
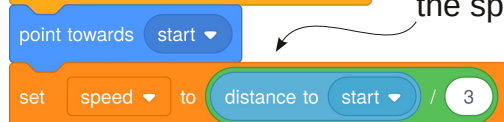
"Gravity": Turn right until the ball is falling straight down.



When clicked, the ball starts following the mouse



Point towards the ball and use the distance for the speed.

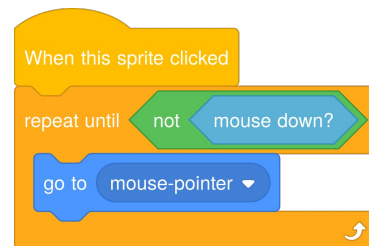
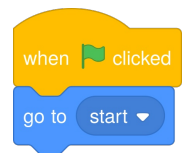


Move until the ball gets to the target.

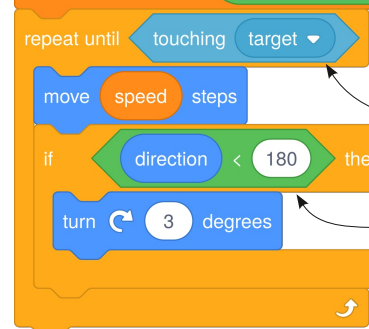
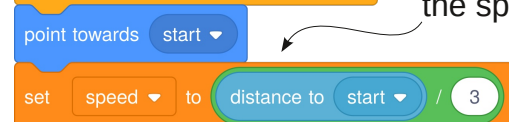
"Gravity": Turn right until the ball is falling straight down.



When clicked, the ball starts following the mouse



Point towards the ball and use the distance for the speed.



Move until the ball gets to the target.

"Gravity": Turn right until the ball is falling straight down.