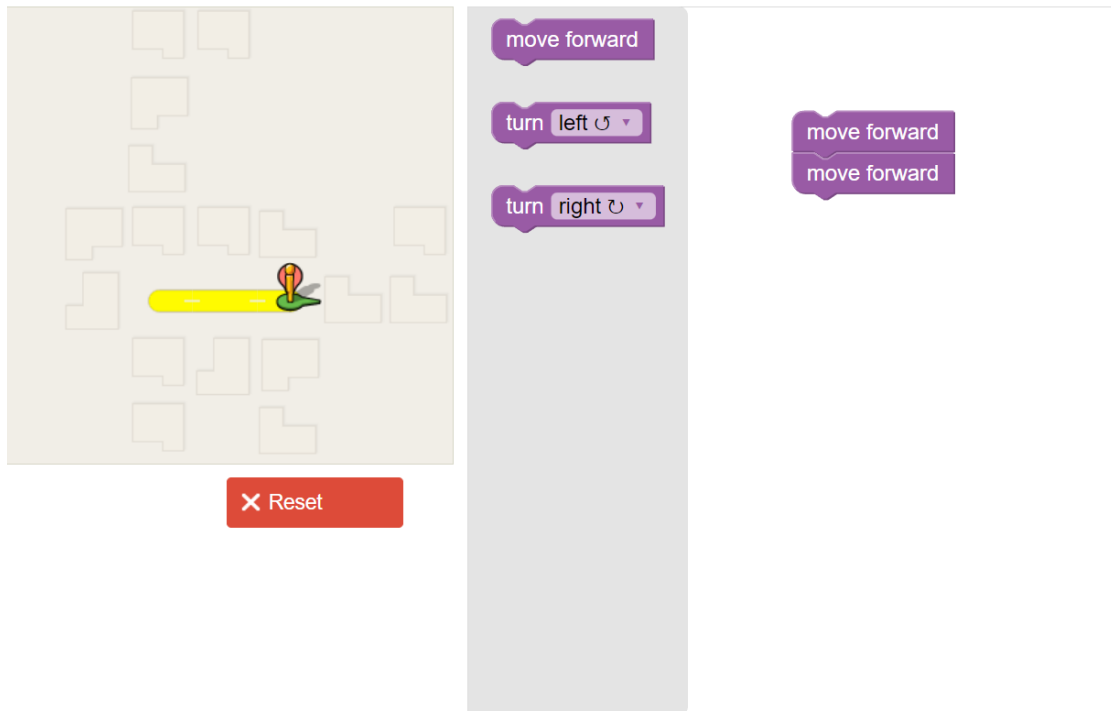


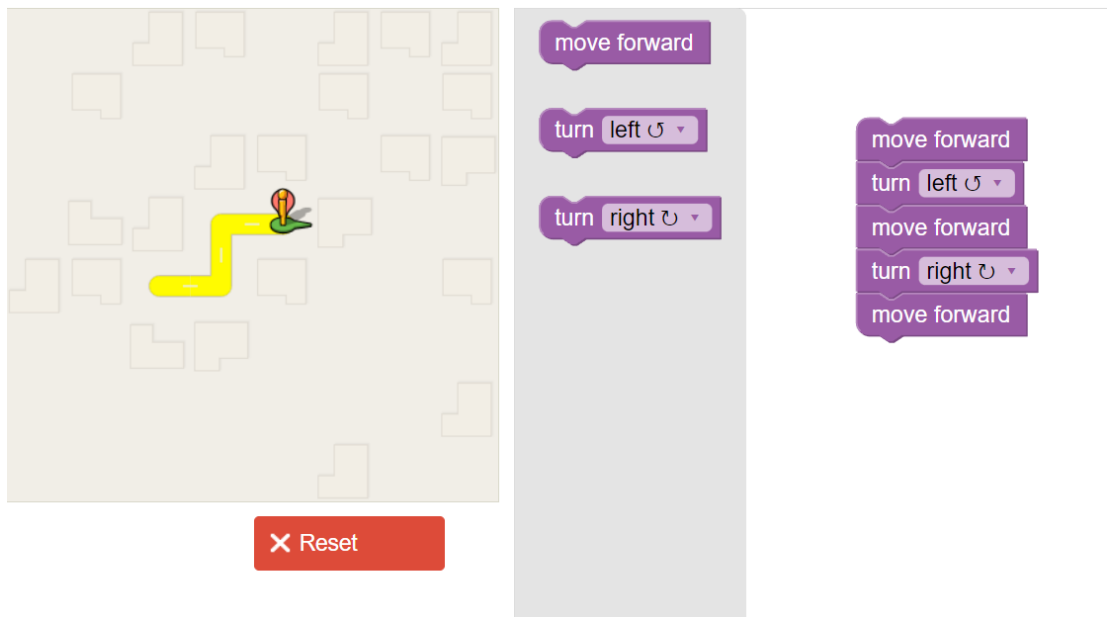
## Blockly games

Nivel 1



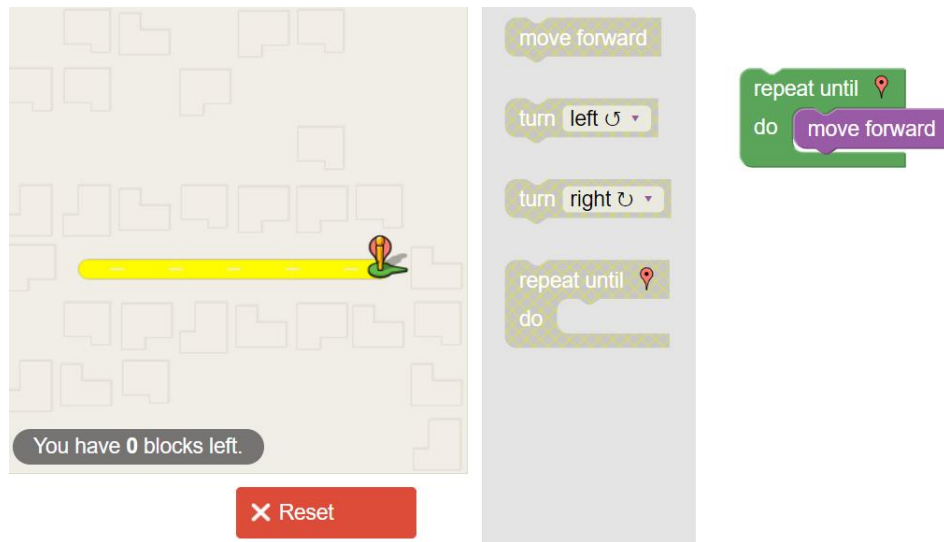
The Level 1 game interface consists of a square grid with a yellow path leading to a green flag. The path starts at the bottom center and moves horizontally to the right. A red 'Reset' button is located below the grid. To the right of the grid is a vertical grey bar containing three purple Blockly blocks: 'move forward', 'turn left 90°', and 'turn right 90°'. To the right of this bar is a stack of two purple 'move forward' blocks.

Nivel 2

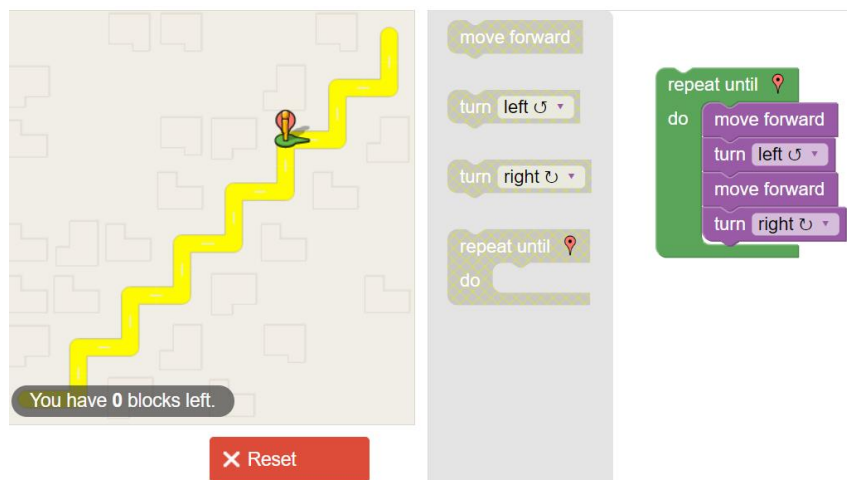


The Level 2 game interface consists of a square grid with a yellow path leading to a green flag. The path starts at the bottom center, moves horizontally to the right, then turns 90 degrees left, and finally turns 90 degrees right to reach the flag. A red 'Reset' button is located below the grid. To the right of the grid is a vertical grey bar containing three purple Blockly blocks: 'move forward', 'turn left 90°', and 'turn right 90°'. To the right of this bar is a stack of five purple Blockly blocks: 'move forward', 'turn left 90°', 'move forward', 'turn right 90°', and 'move forward'.

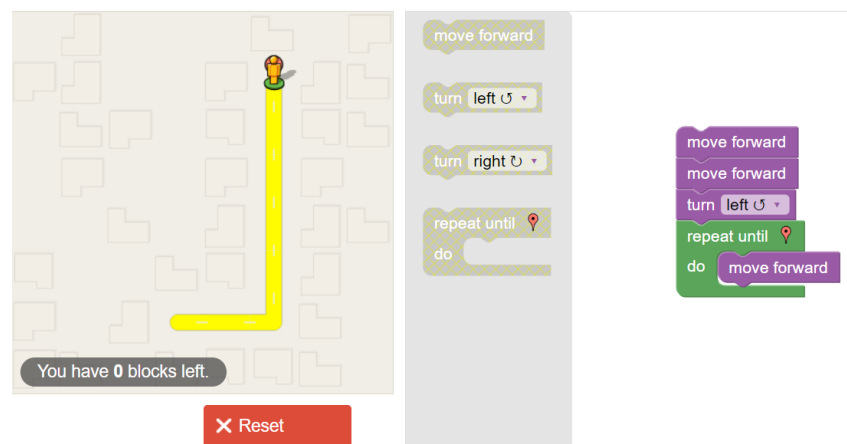
### Nivel 3



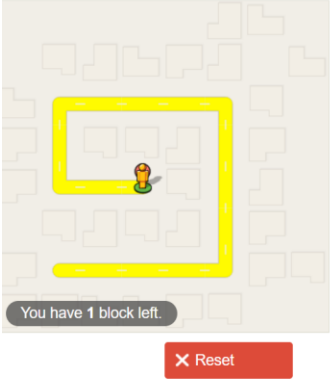
#### Nivel 4



## Nivel 5



## Nivel 6



You have 1 block left.

Reset

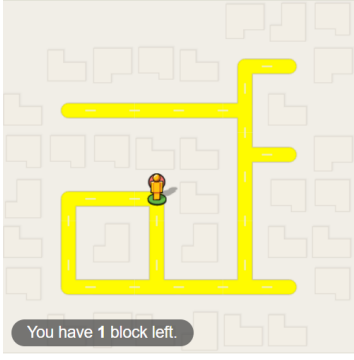
```

move forward
turn left 90°
turn right 90°
repeat until [ ]
do
if path to the left 90°
do
  
```

```

repeat until [ ]
do
  move forward
  if path to the left 90°
  do
    turn left 90°
  
```

## Nivel 7



You have 1 block left.

Reset

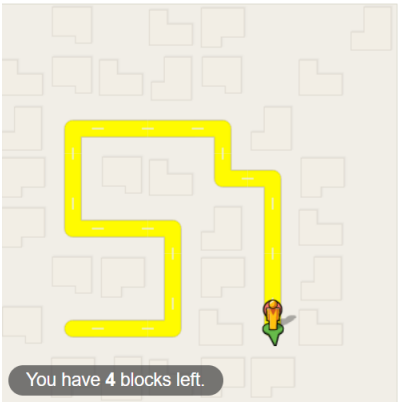
```

move forward
turn left 90°
turn right 90°
repeat until [ ]
do
if path ahead
do
  
```

```

repeat until [ ]
do
  move forward
  if path to the right 90°
  do
    turn right 90°
  
```

## Nivel 8



You have 4 blocks left.

Reset

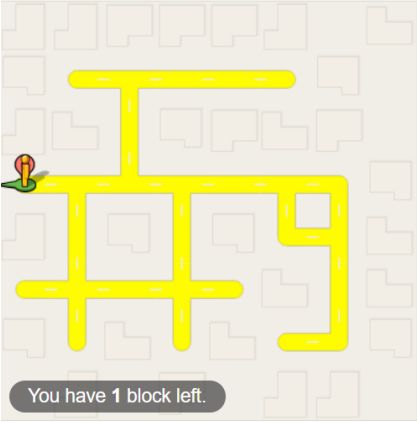
```

move forward
turn left 90°
turn right 90°
repeat until [ ]
do
if path ahead
do
  
```

```

repeat until [ ]
do
  move forward
  if path to the left 90°
  do
    turn left 90°
  if path to the right 90°
  do
    turn right 90°
  
```

## Nivel 9



You have 1 block left.

Reset

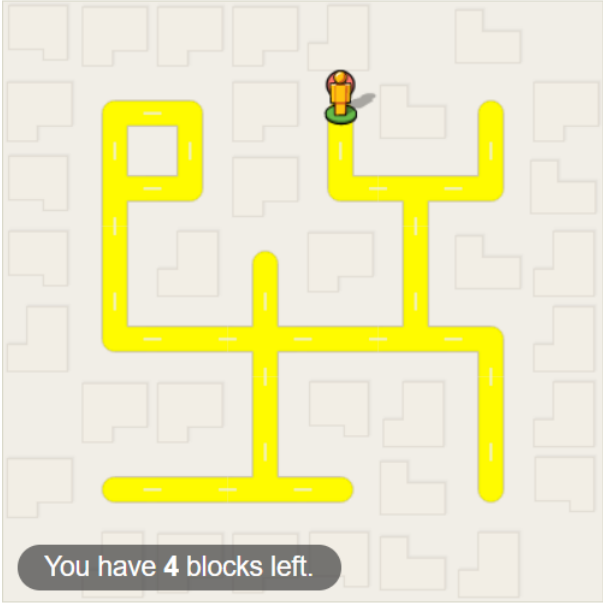
```

move forward
turn left 90
turn right 90
repeat until [red pin]
do
  if path ahead
  do
  if path ahead
  do
  else
  
```

```

repeat until [red pin]
do
  if path ahead
  do
    move forward
  else
    turn left 90
    if path to the right
    do
      turn right 90
    
```

## Nivel 10



You have 4 blocks left.

Reset

```

move forward
turn left 90
turn right 90
repeat until [red pin]
do
  if path ahead
  do
  if path ahead
  do
  else
  
```

```

repeat until [red pin]
do
  if path to the left 90
  do
    turn left 90
  if path ahead
  do
    move forward
  else
    turn right 90
  
```