

## Level 4

## Scratch Card - Tentacles



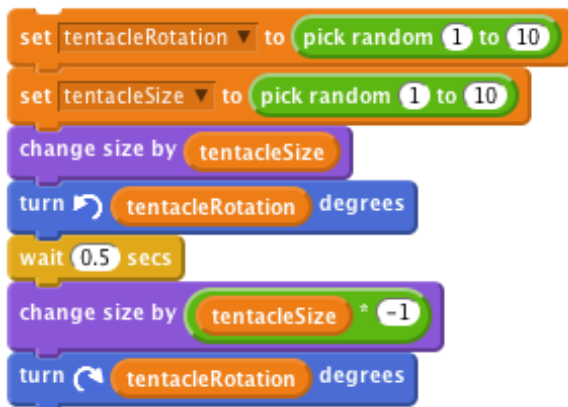
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### Activity Checklist



To make a tentacle wiggle, we could **rotate** it and **resize** it by a **random** small amount using a variable, and then wait a short period before reverting back.



(Notice how we multiply the tentacleSize by -1 to get the negative value?)

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