

INSTRUCTIONS:**Goal of the Project:**

In Class 1, you learned about the sequence and understood how following a specific order is very helpful in successfully running a program.

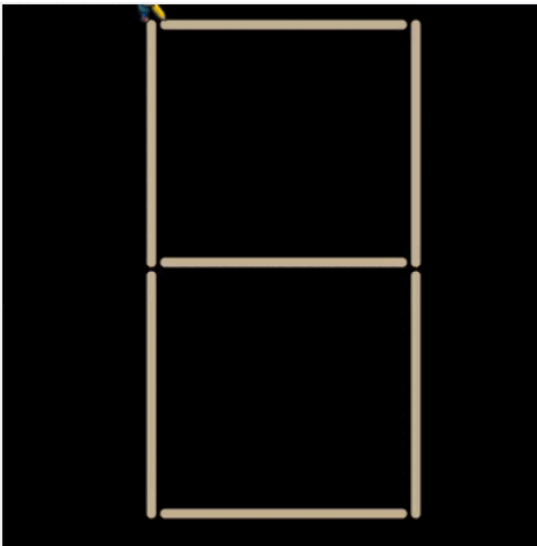
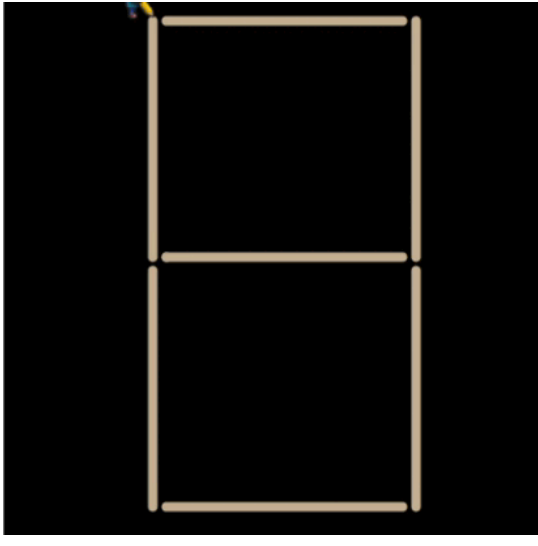
In this project, you will need to create digital numbers by coloring specific lines on the canvas.

Story:

Your school is hosting a quiz competition. Your principal wants you to create a digital scorecard. You have to send a sample of how the numbers will look when displayed.

Before you start, here is an interesting fact for you - The numbers displayed on handheld calculators are made by lighting up different parts of the seven lines that are on the screen.

With this fact in mind, can you now create a canvas that lights up your favourite number?

Initial Output	Final Output
	

***This is just for your reference. We expect you to apply your creativity to the project.**

Getting Started:

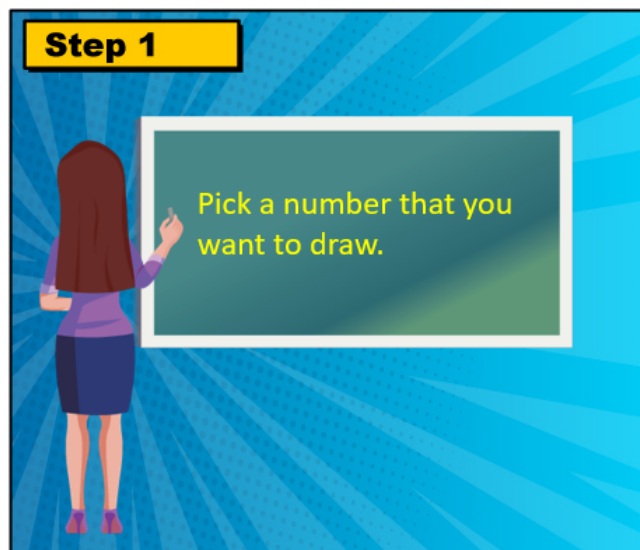
1. Login to code.org.


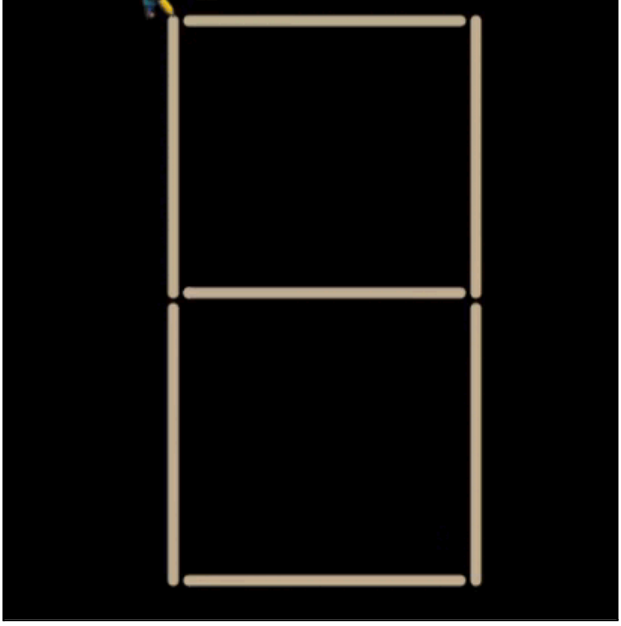

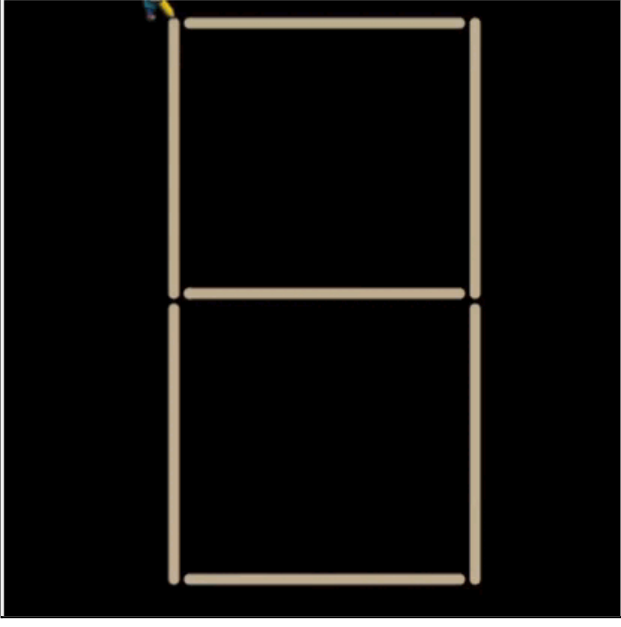


2. Click on  to open [Project Template](#).
3. Click the **Remix** button.
4. Rename the project to **Project1** and click the **Save** button.

Algorithm to complete the Project:

*Refer to the given examples to draw any Number- [No.0](#), [No.1](#), [No.2](#), [No.3](#), [No.4](#), [No.5](#), [No.6](#), [No.7](#), [No.8](#), [No.9](#).



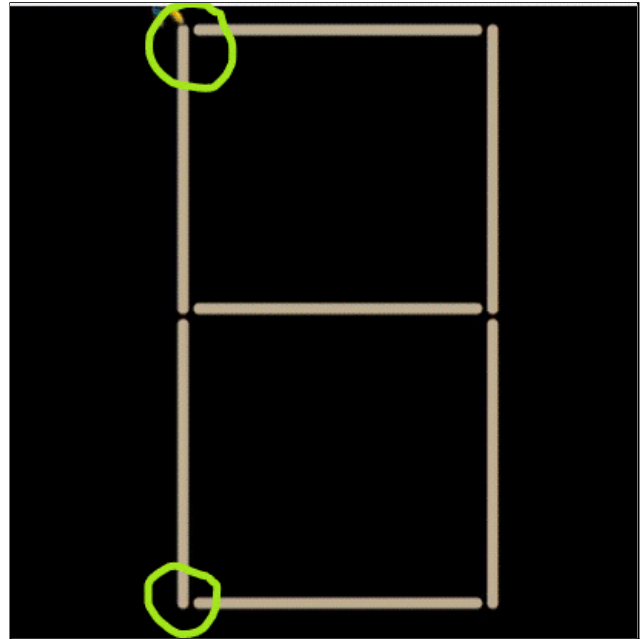
Tasks to be Done	Expected Output
<p>Step 2</p>  <p>Use move forward block to draw a line on the canvas.</p> <p>move forward ▾ by 175 pixels</p>	
<p>Step 3</p>  <p>Use jump block to come in backward direction without drawing anything on the canvas.</p> <p>jump backward ▾ by 185 pixels</p>	

Step 4

Use **turn** block to take **left/right** turn on the canvas.

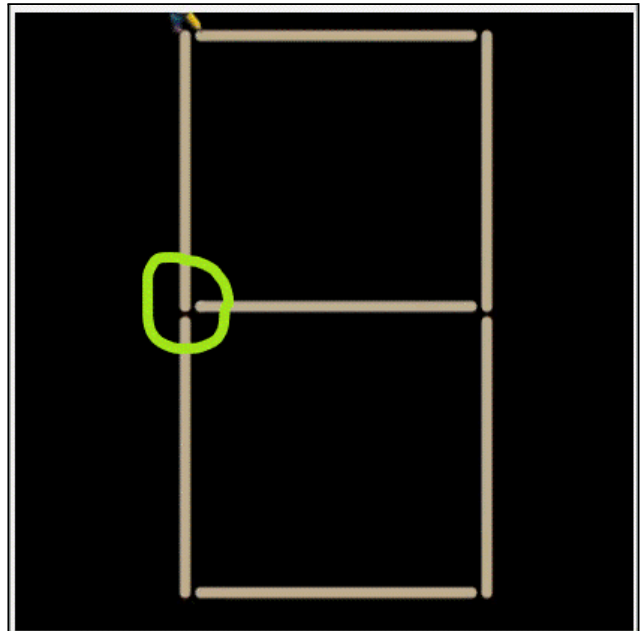
turn **right** by 90 degrees

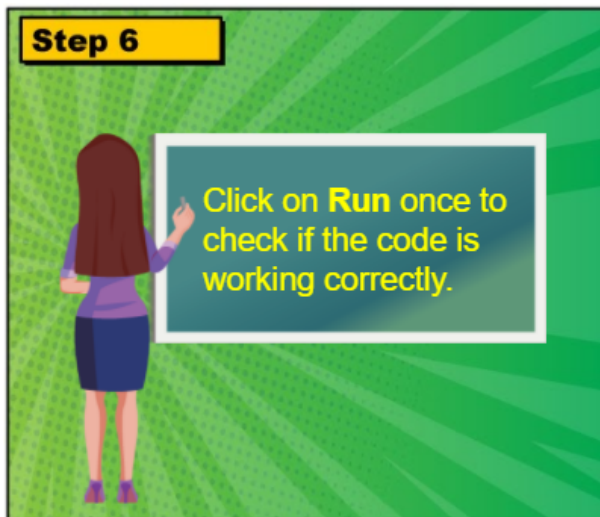
turn **left** by 90 degrees

**Step 5**

Use **jump** block to move in **forward** direction without drawing anything on the canvas.

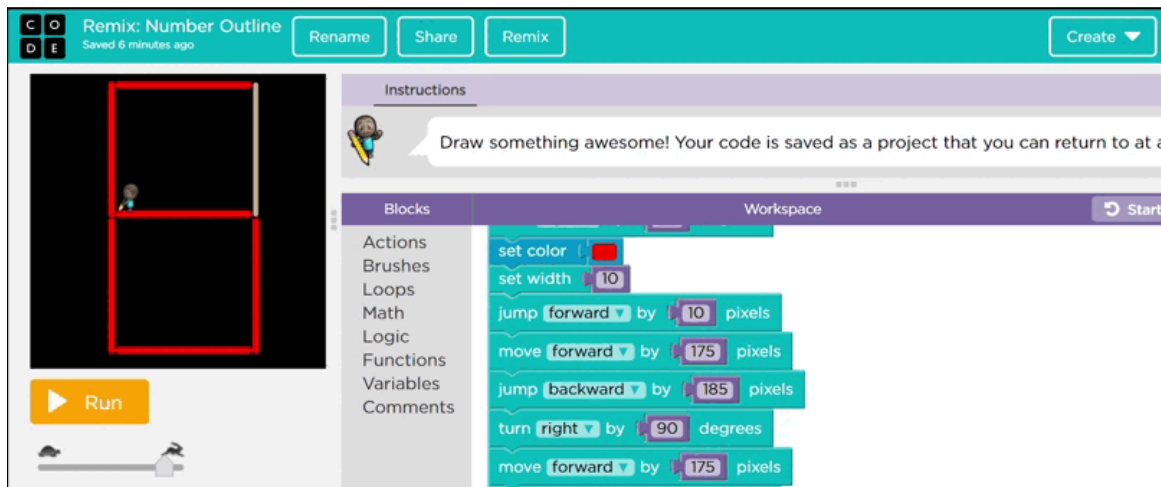
jump **forward** by 10 pixels





Submitting the Project:

1. Click **Share** to generate a sharable link.



2. **Paste URL** in Student Dashboard.

Submit Project

REMEMBER... Try your best, that's more important than being correct.

After submitting your project your teacher will send you feedback on your work.

— xxx — — xxx — — xxx — — xxx — — xxx —