

```
set variable own color as orange
set variable different color collector as 0
for each agent in neighbourhood grids
  if agent.color != own color
    set variable different color collector as different color collector + 1
if different color collector > threshold
  move this agent to a new random free grid location
```

The image shows a sequence of Scratch code blocks. It starts with two 'set variable' blocks: 'own color' set to 'orange' and 'different color collector' set to '0'. This is followed by a 'for each' loop over 'agent' in 'neighbourhood grids'. Inside the loop is an 'if' block checking 'agent.color != own color'. If true, it executes a 'set variable' block for 'different color collector' as 'different color collector + 1'. After the loop, there is another 'if' block checking 'different color collector > threshold'. If true, it executes a 'move this agent to a new random free grid location' block.