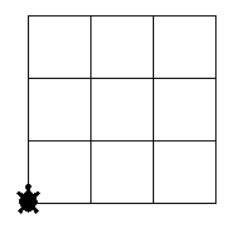
**Turtle Programming Assignment #1**

Draw a 3 X 3 grid to the front and right of the turtle in the most efficient way possible. The turtle should end up back where it started, facing up. (As shown)



**Answer the following questions when you have finished your program.**

1. What do you think is meant by the word, “efficiently” in the problem?

2. What did you find *most* challenging about this activity?