

Build the tree1 block.

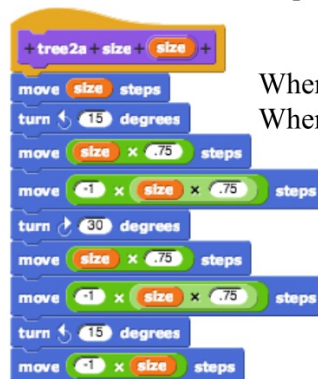


Point the sprite facing up.
 Try it out. (*Make sure pen is down.*)

Where does your sprite start?
 Where does it stop? Why???

super important!!!

Build the tree2a block and try it out.

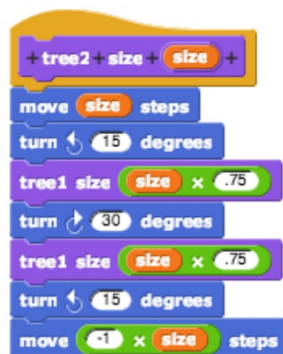


Where does your sprite start?
 Where does it stop? Why???

super important!!!

To write tree3a out of Motion blocks as we wrote tree2a would take a lot of blocks! So...

Build the tree2 block this way
 and try it out.



How does it compare to tree2a?

Build a tree3 block and try it out.