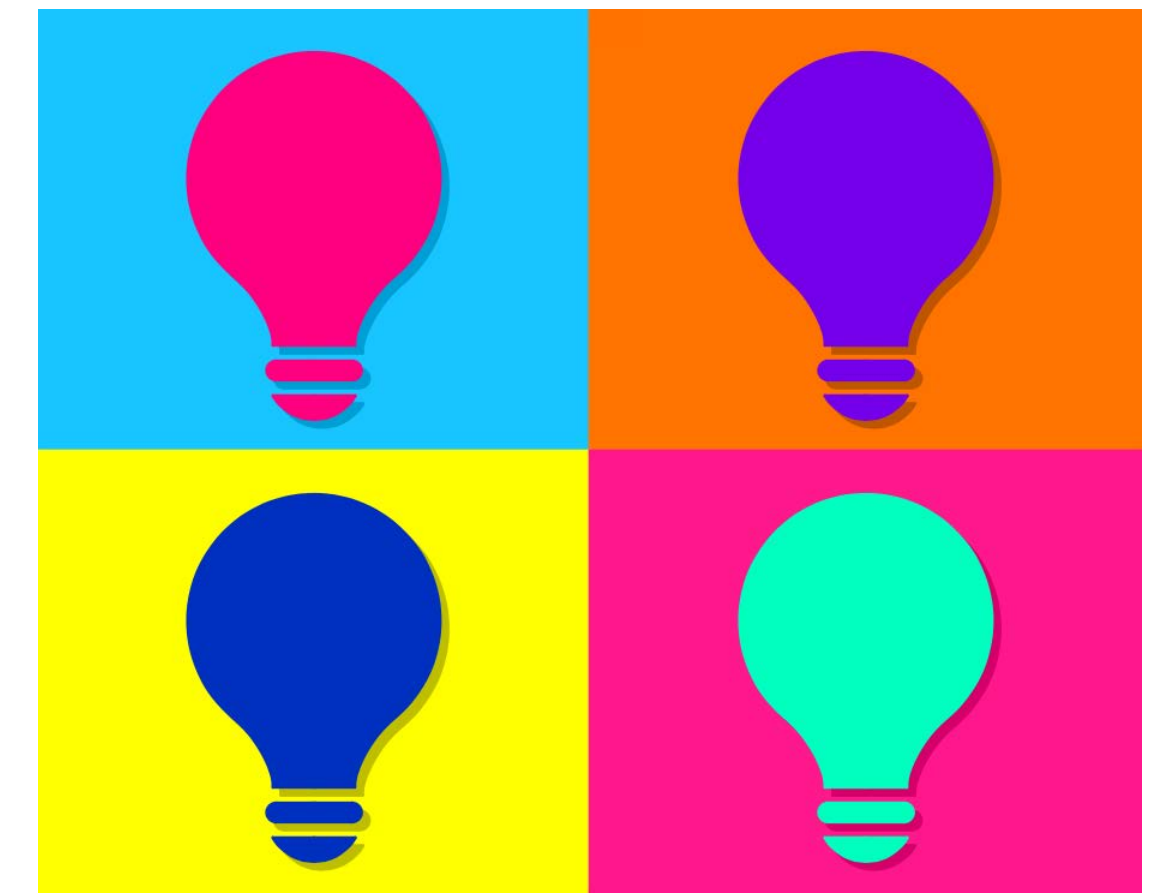


The image shows a Scratch script for a turtle art activity. The script is organized into several columns of code blocks:

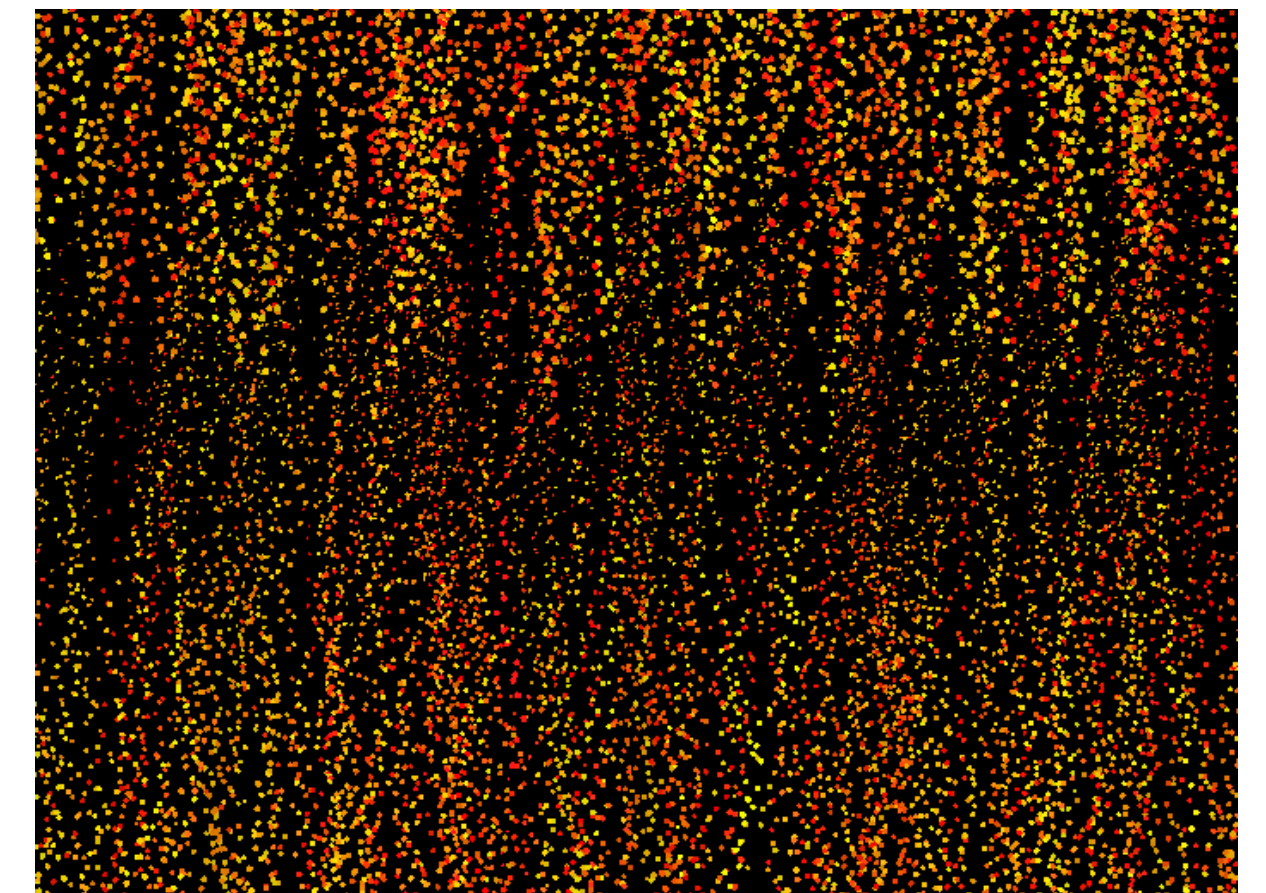
- clean:** A single 'clean' block.
- one:** 'setxy' (-350, 0), 'store in box1' (55), 'store in box2' (55), 'rect', 'store in box1' (95), 'store in box2' (50), 'lightbulb'.
- two:** 'setxy' (0, 0), 'store in box1' (9), 'store in box2' (50), 'rect', 'store in box1' (80), 'store in box2' (45), 'lightbulb'.
- three:** 'setxy' (-350, -280), 'store in box1' (20), 'store in box2' (50), 'rect', 'store in box1' (65), 'store in box2' (35), 'lightbulb'.
- four:** 'setxy' (0, -280), 'store in box1' (95), 'store in box2' (55), 'rect', 'store in box1' (45), 'store in box2' (50), 'lightbulb'.
- bulb:** 'start fill', 'left' (90), 'forward' (26), 'right' (90), 'arc' (-20, 30), 'arc' (-30, 80), 'arc' (280, 80), 'arc' (-30, 80), 'arc' (-20, 30), 'right' (90), 'forward' (25.7227), 'right' (90), 'end fill'.
- ring:** 'start fill', 'right' (90), 'forward' (24), 'arc' (180, 6), 'forward' (48), 'arc' (180, 6), 'forward' (24), 'left' (90), 'end fill'.
- rect:** 'rect', 'set color' (box1), 'set shade' (box2), 'start fill', 'repeat' (2), 'forward' (280), 'right' (90), 'forward' (350), 'right' (90), 'end fill'.
- lightbulb:** 'set shade' (-15), 'set pensize' (2), 'setxy' (x+180, y+30), 'shape', 'setxy' (x-5, y+5), 'set shade' (box2), 'set color' (box1), 'shape'.
- shape:** 'plug', 'pen up', 'forward' (22), 'pen down', 'ring', 'pen up', 'forward' (10), 'pen down', 'bulb', 'pen up', 'back' (32), 'pen down'.
- plug:** 'start fill', 'right' (90), 'forward' (26), 'right' (120), 'arc' (120, 30), 'right' (120), 'forward' (26), 'right' (-90), 'end fill'.



1L

1

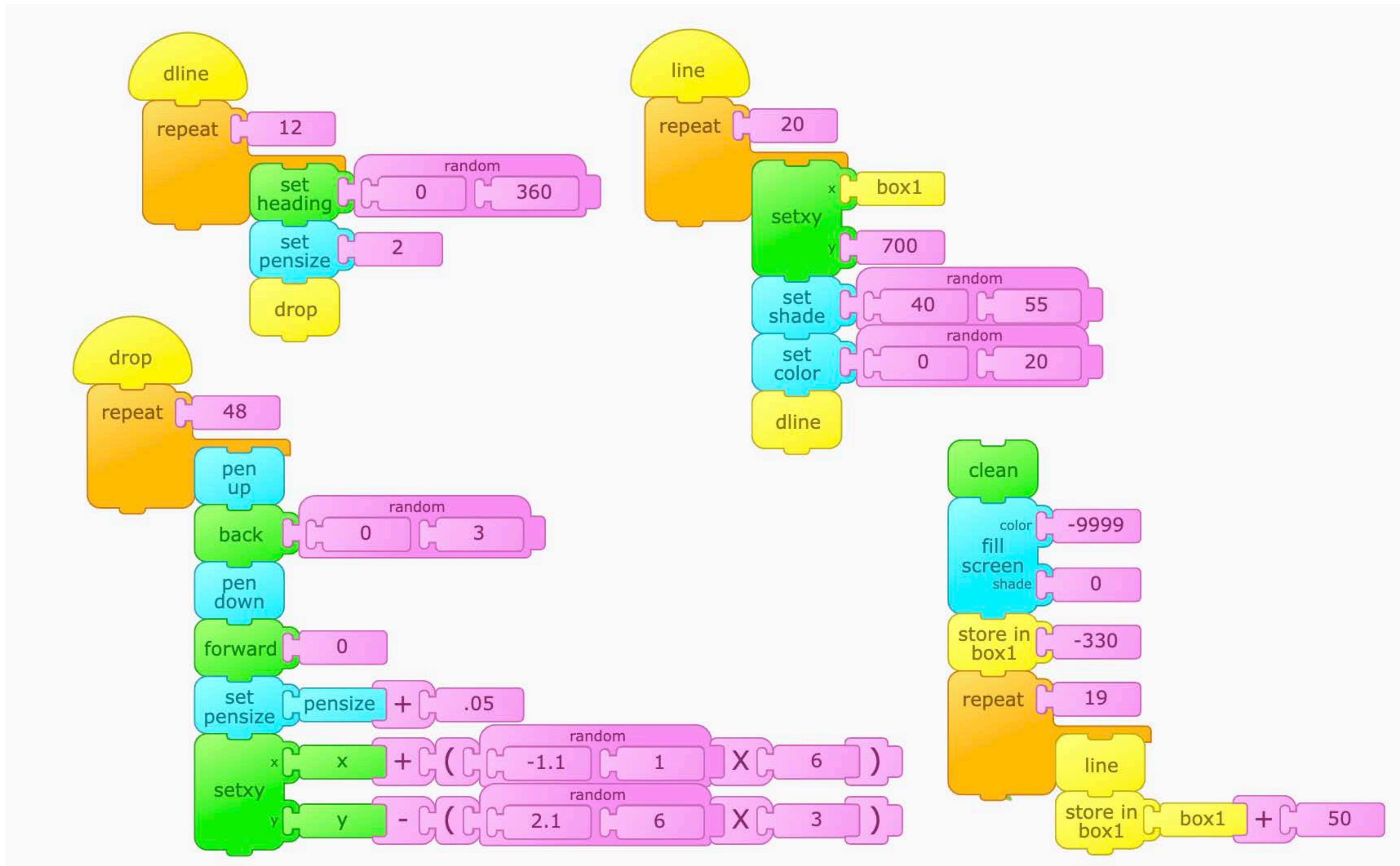
Click the set of blocks with clean on top to start the program.

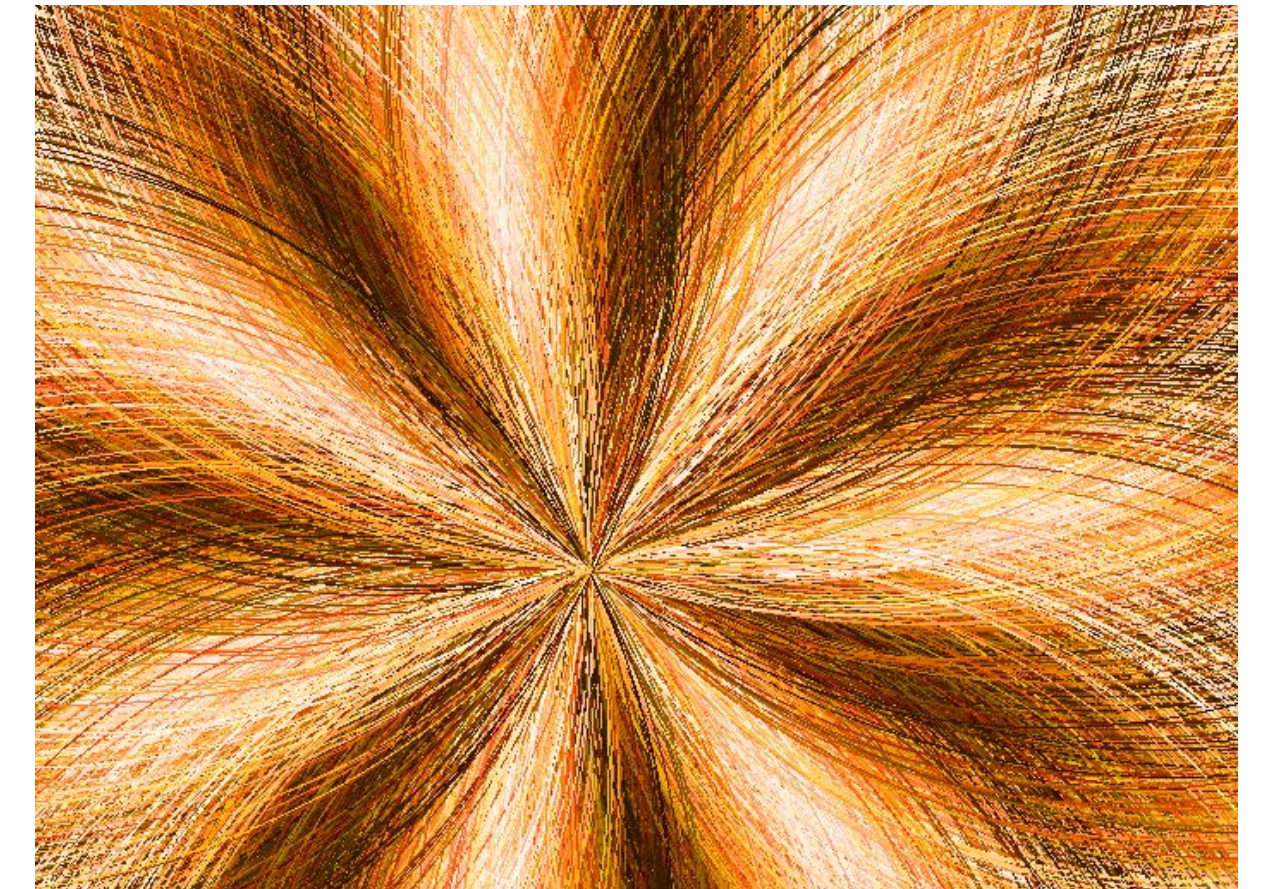
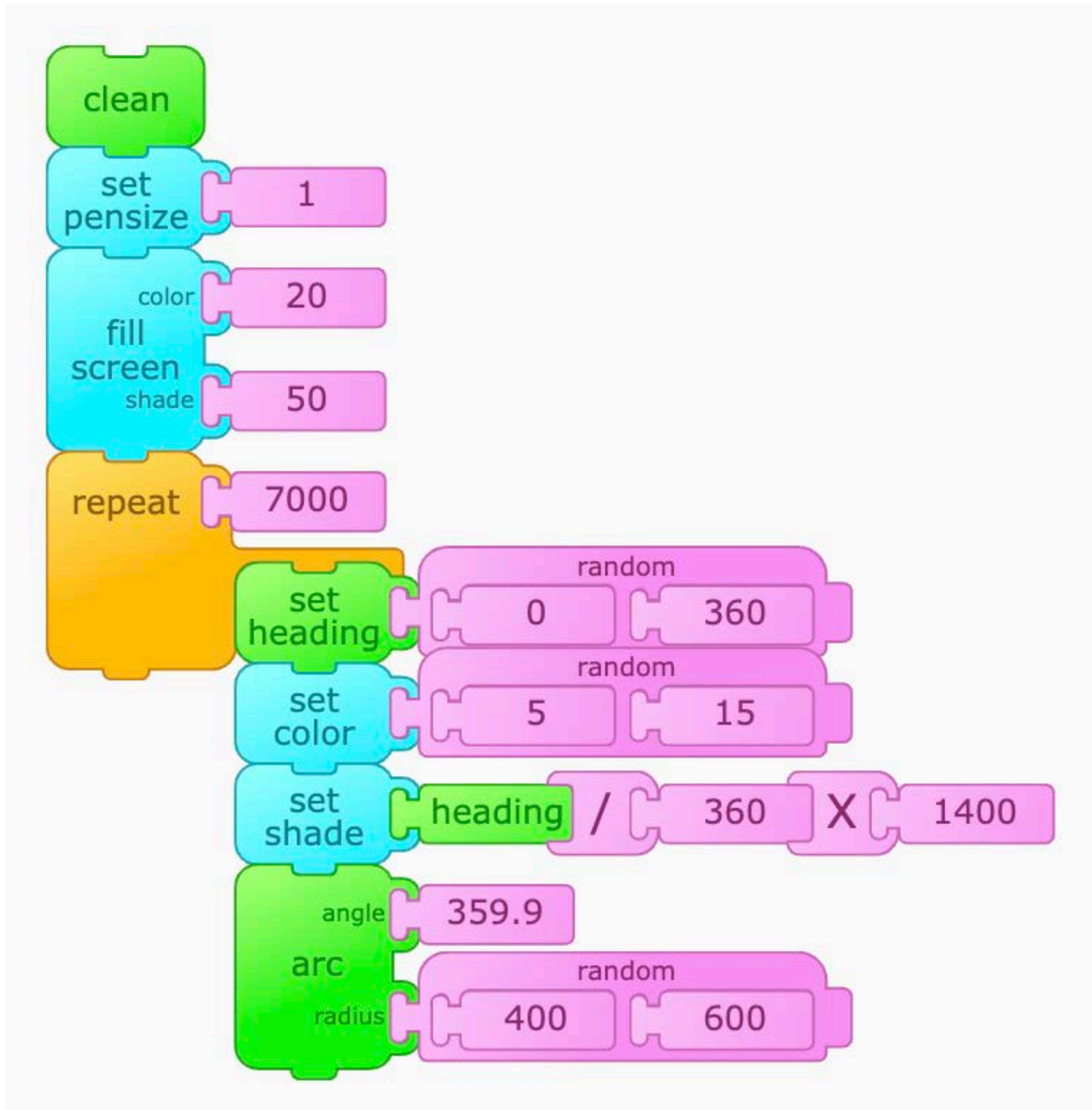


Abyss

2

Click the set of blocks with `clean` on top to start the program.

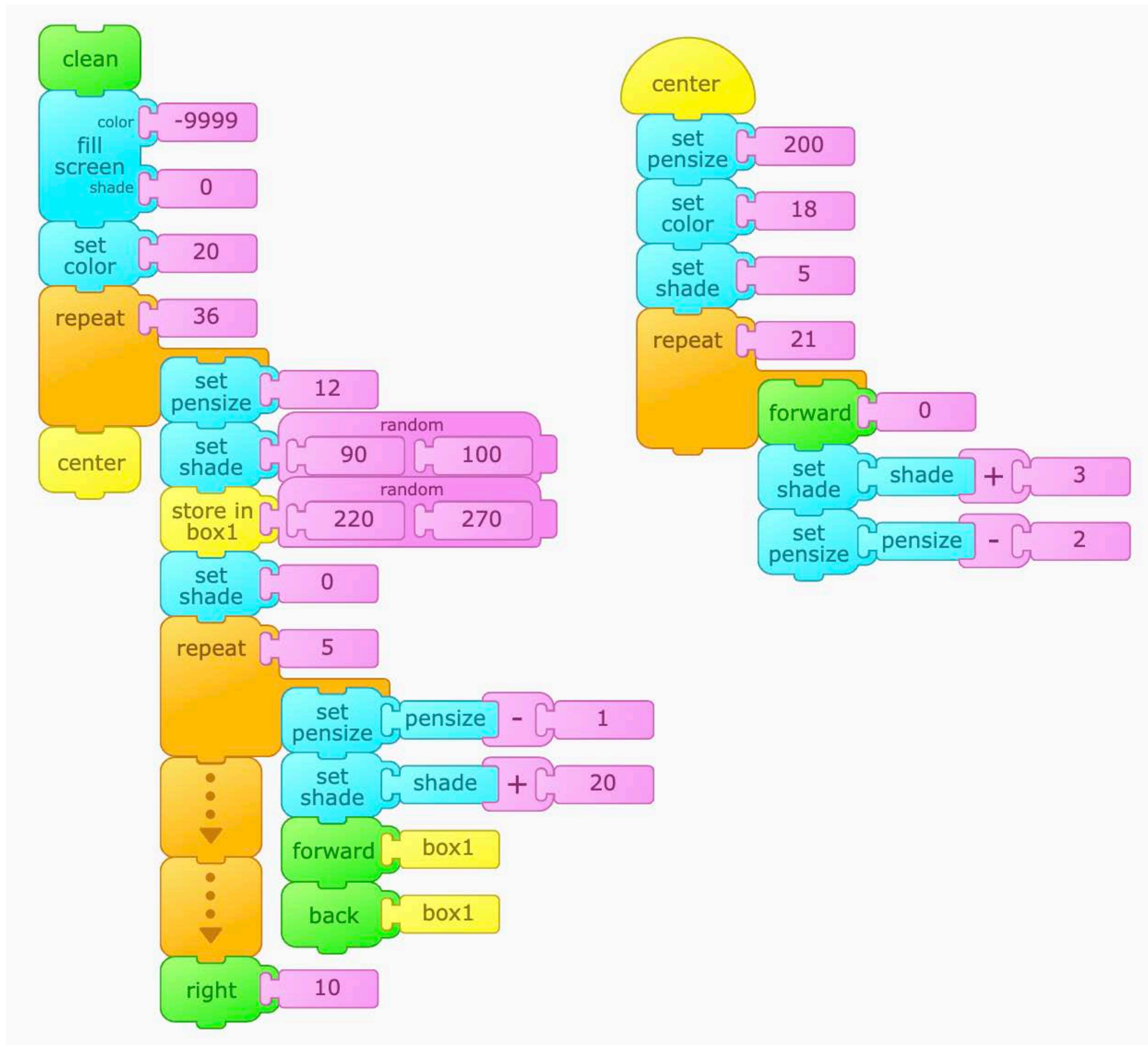




Angels

3

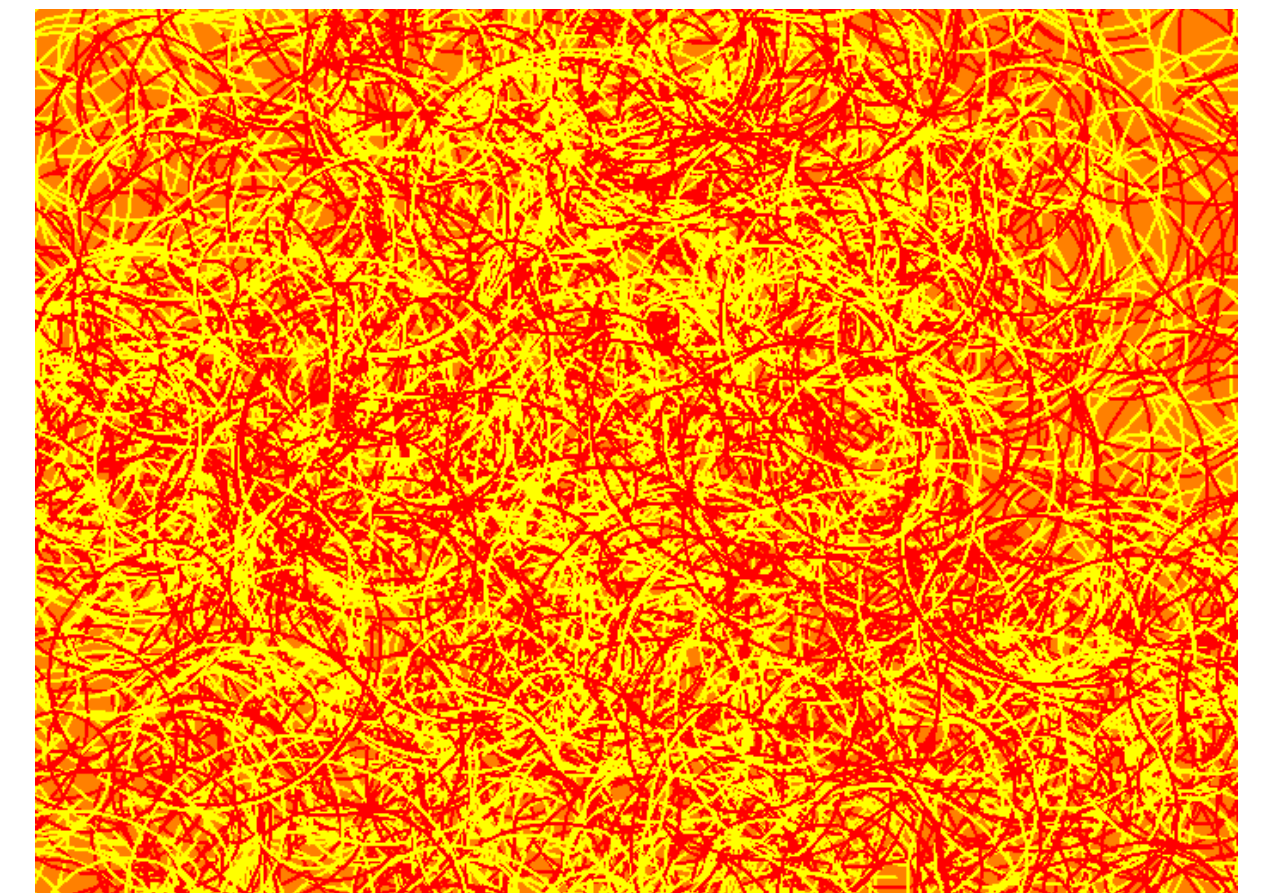
Click the set of blocks with `clean` on top to start the program.



Artdeco

4

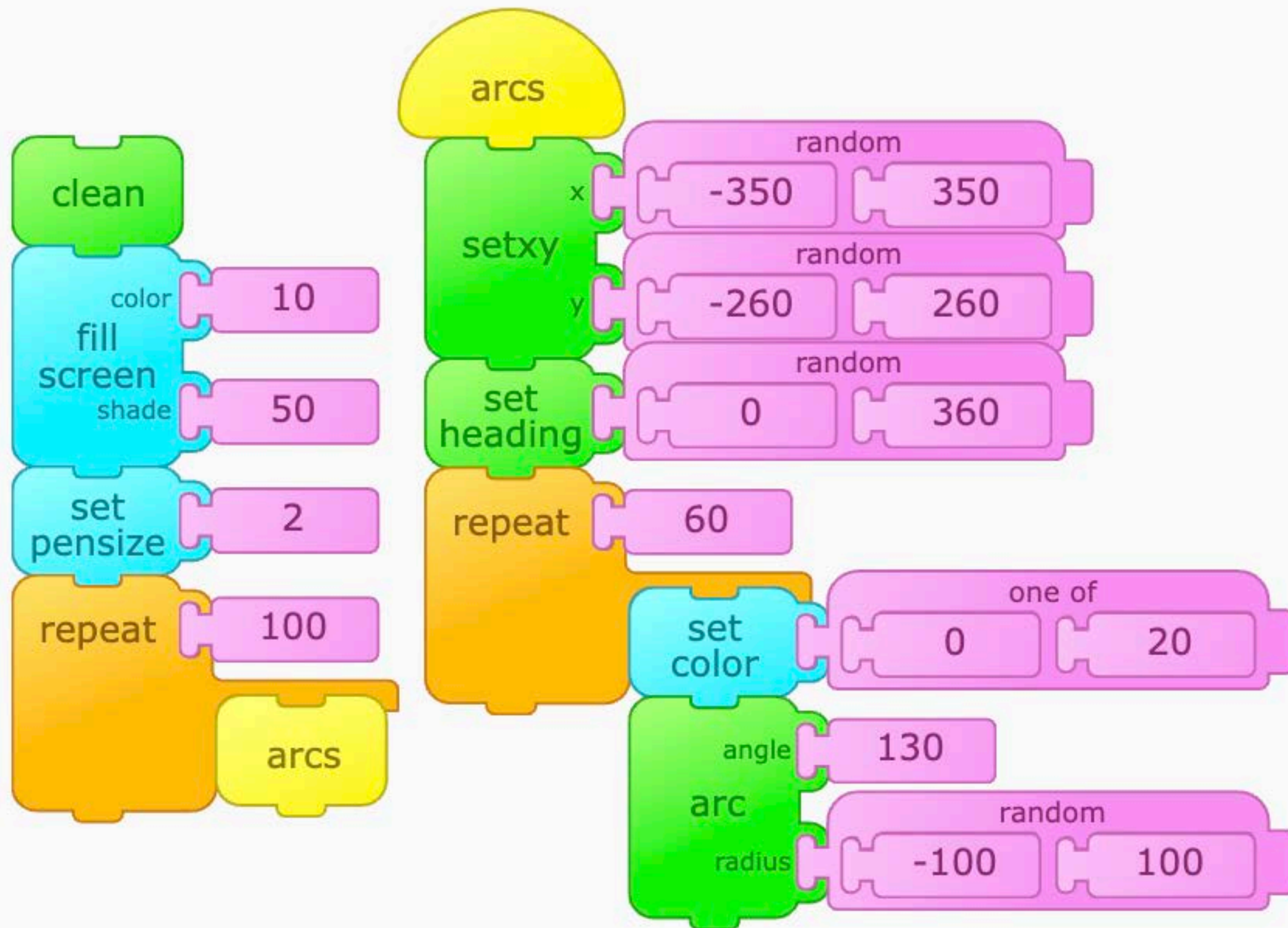
Click the set of blocks with `clean` on top to start the program.

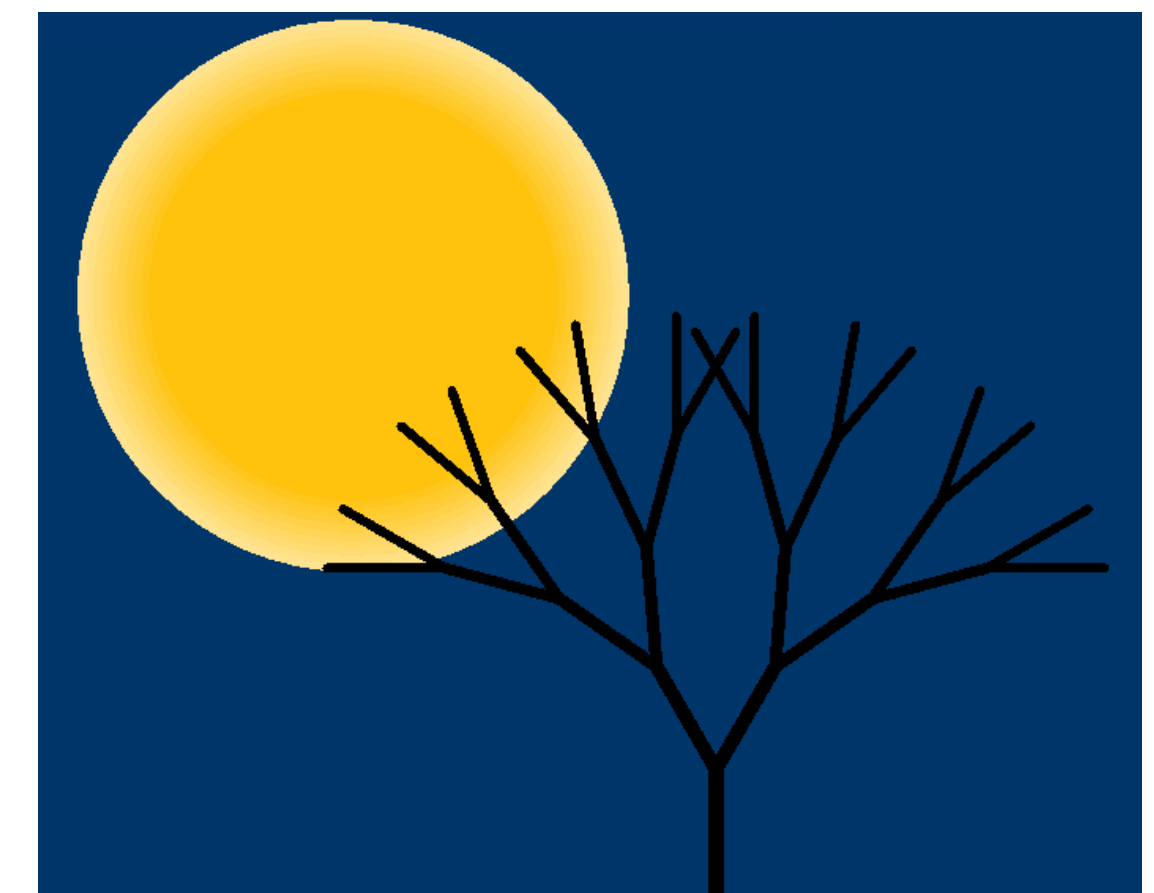


Autumn

5

Click the set of blocks with clean on top to start the program.

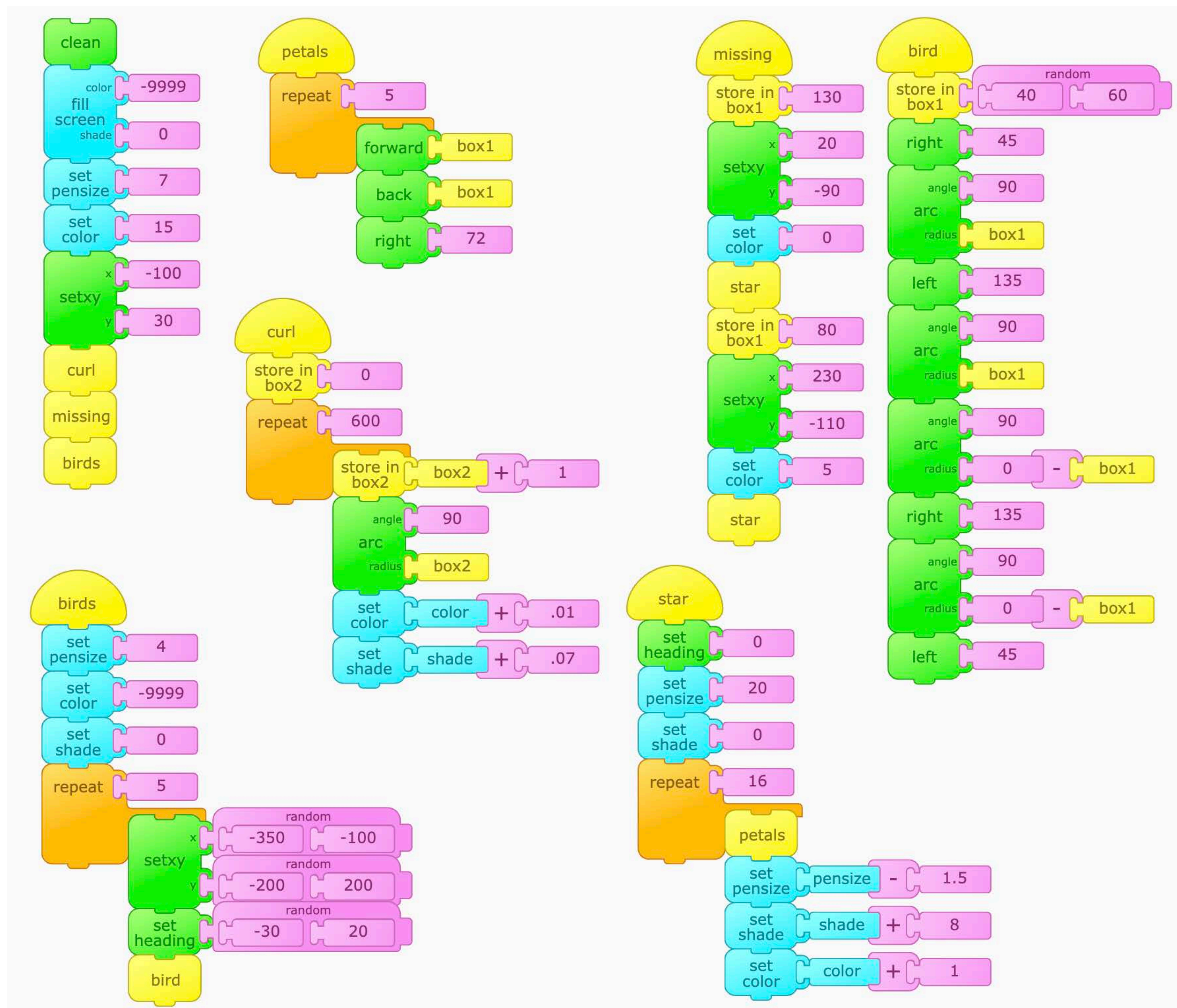




Autumn Tree

6

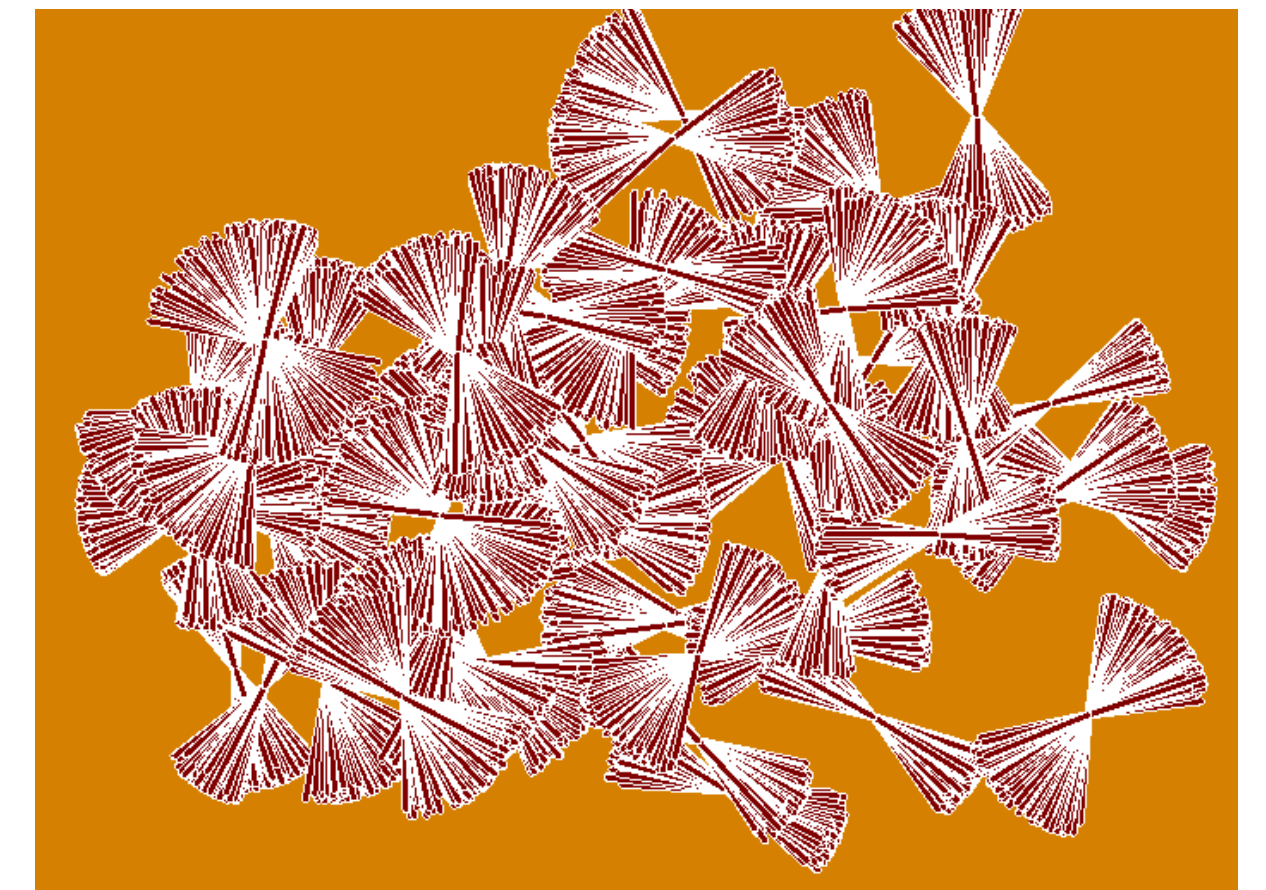
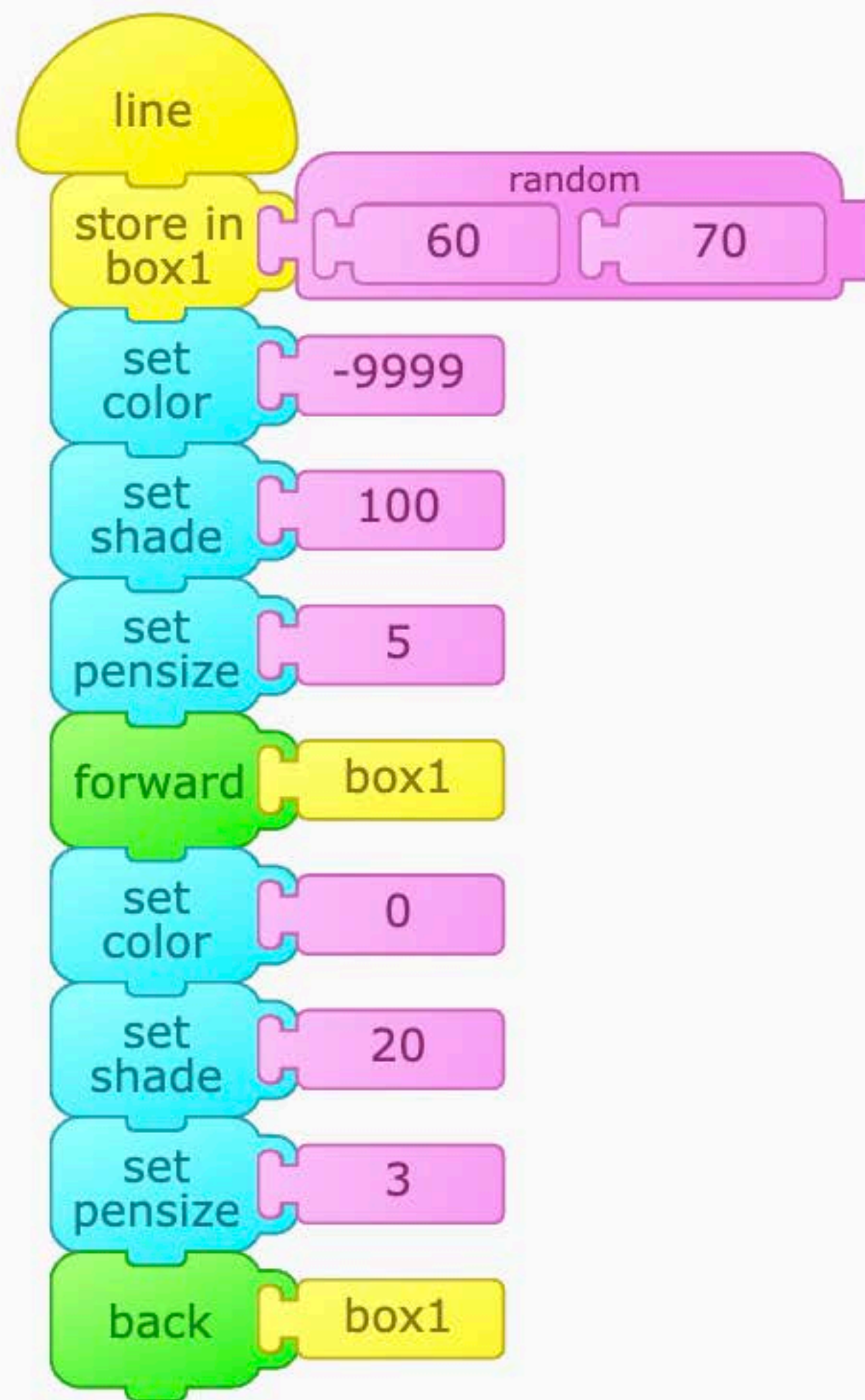
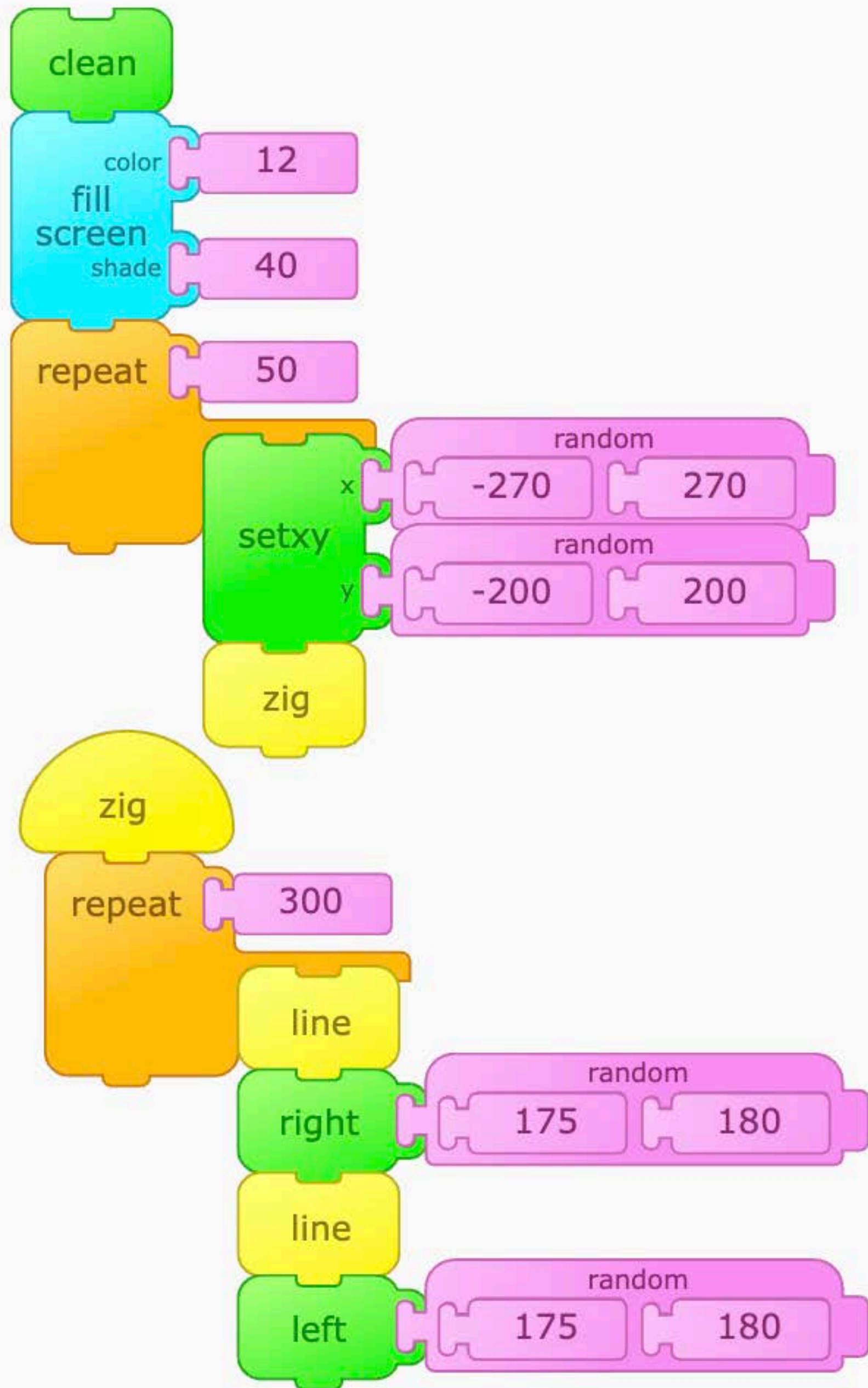
Click the set of blocks with clean on top to start the program.



Back Again

7

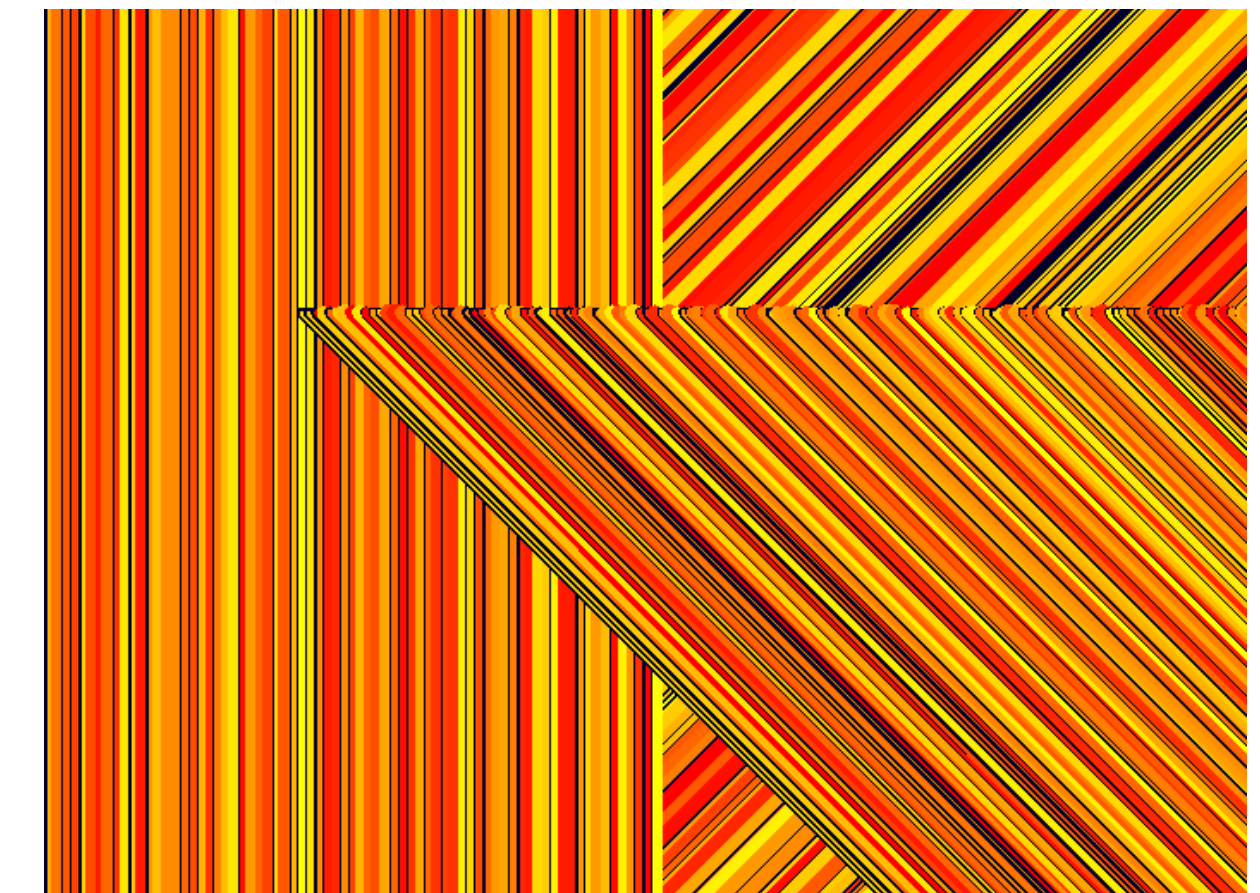
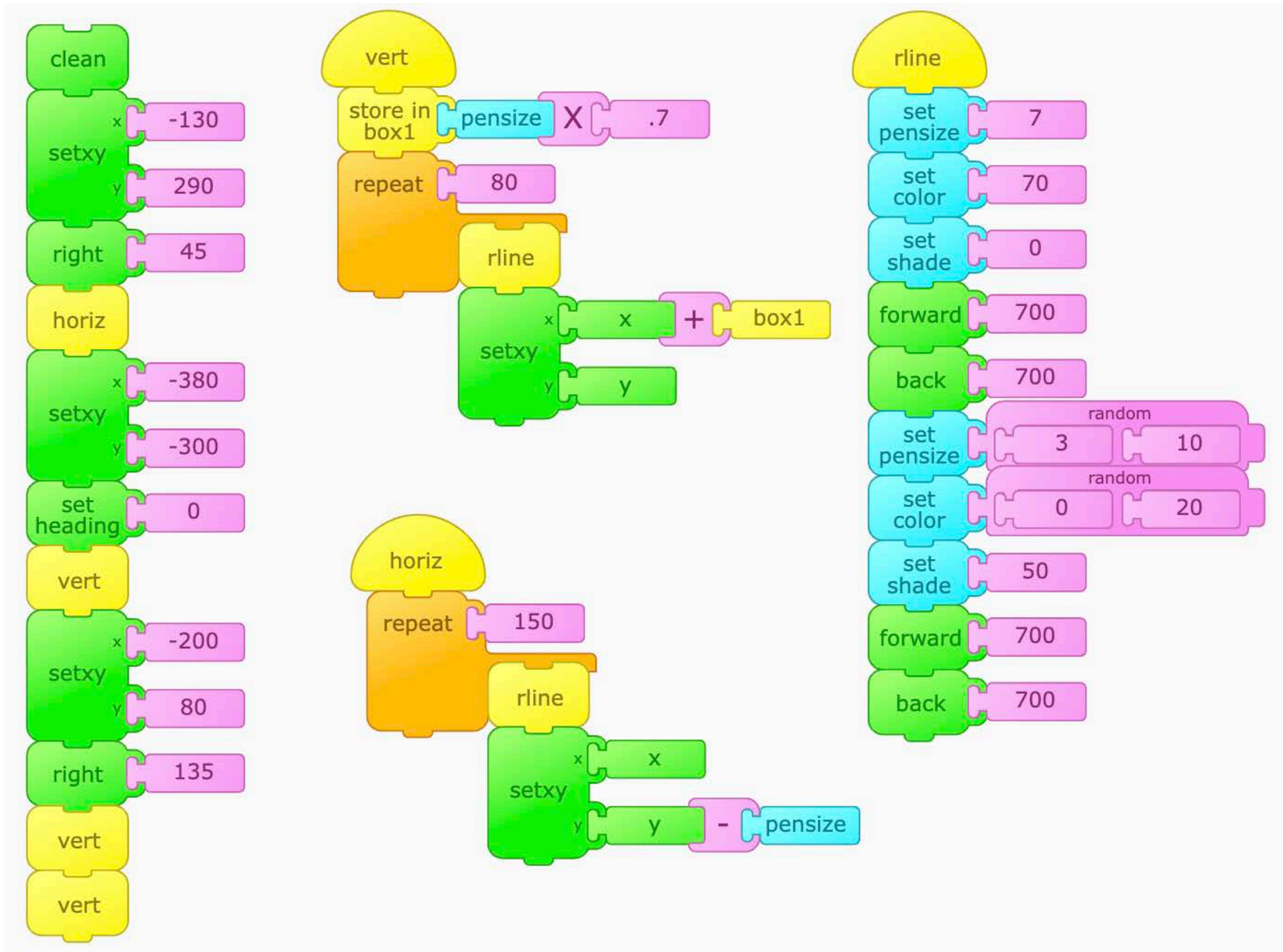
Click the set of blocks with clean on top to start the program.



Basket Case

8

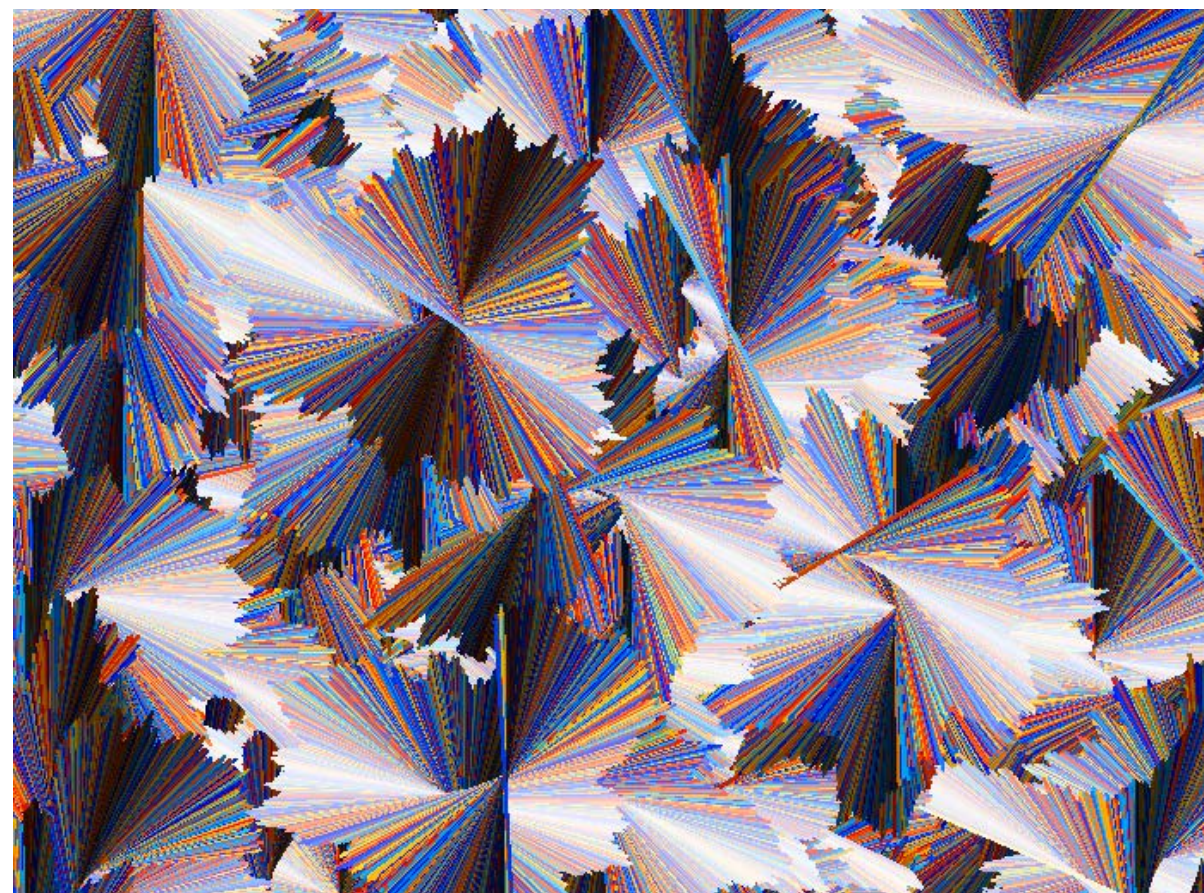
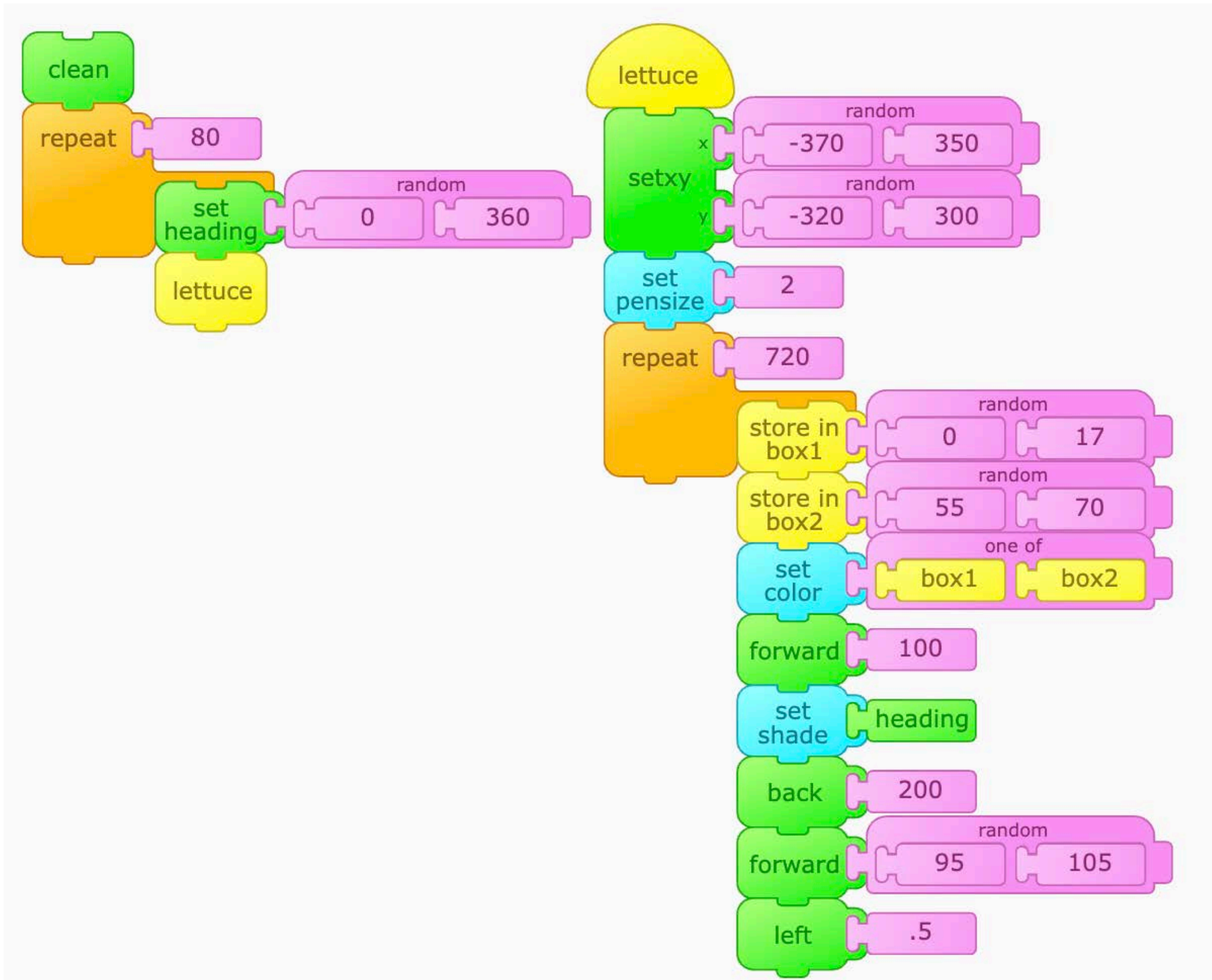
Click the set of blocks with `clean` on top to start the program.



BBQ Ice Cream

9

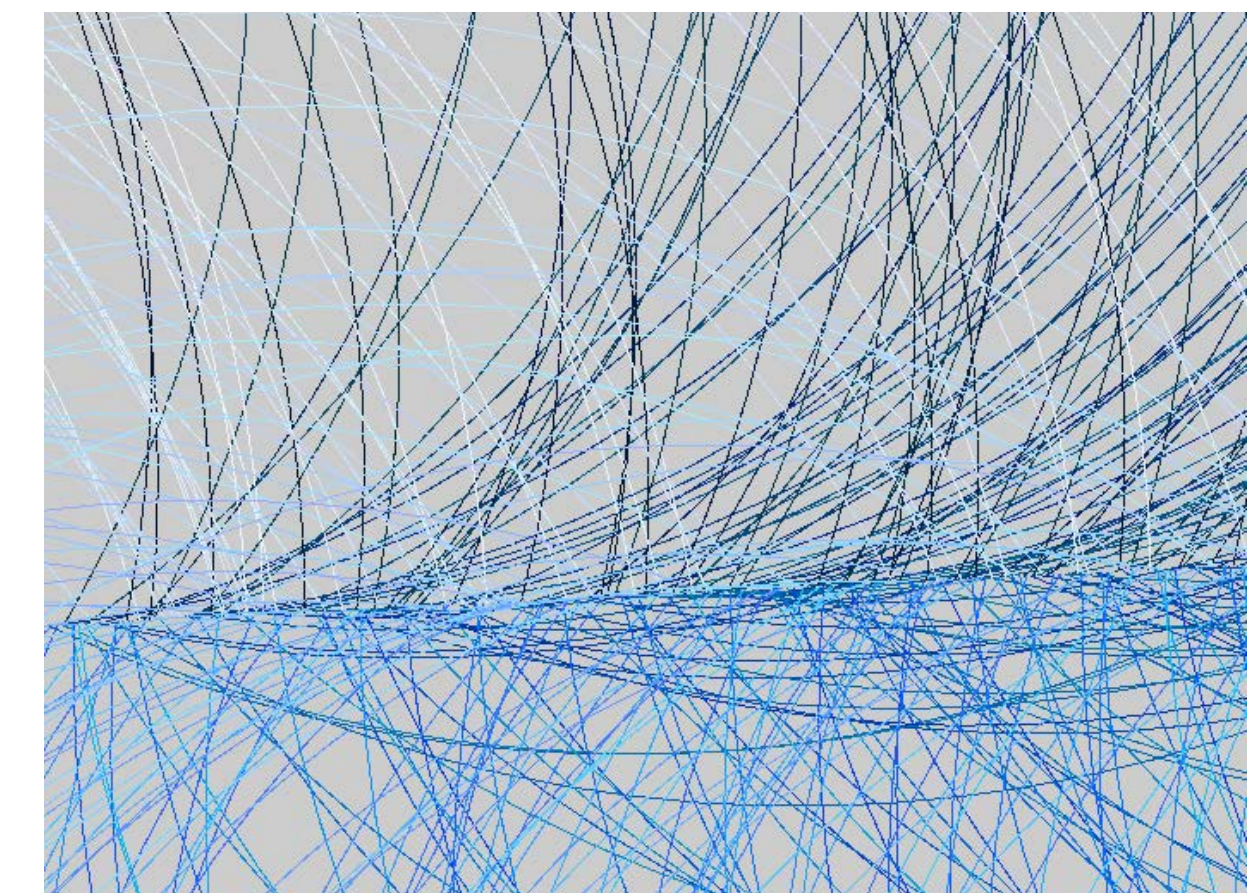
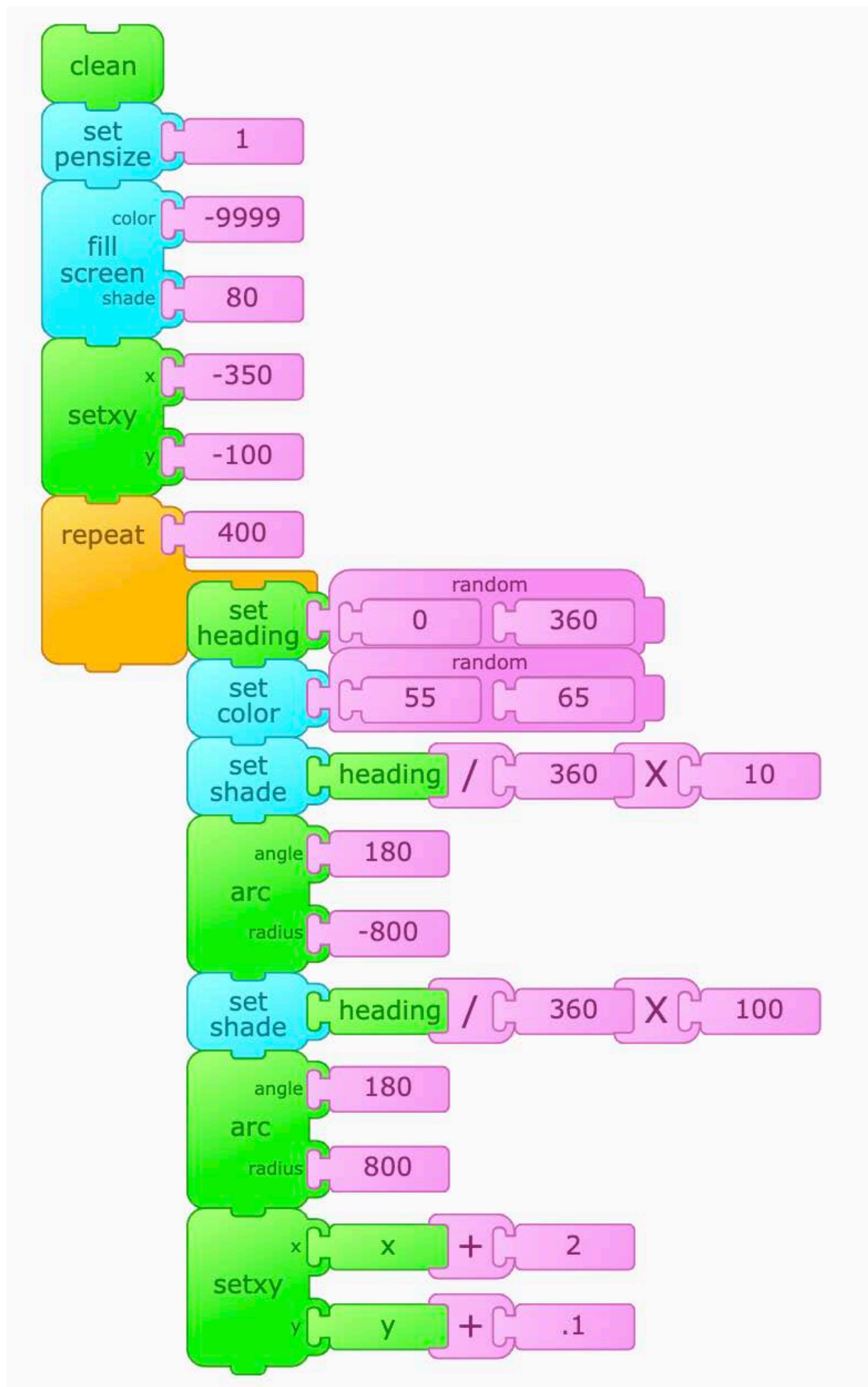
Click the set of blocks with `clean` on top to start the program.



Birds of Paradise

10

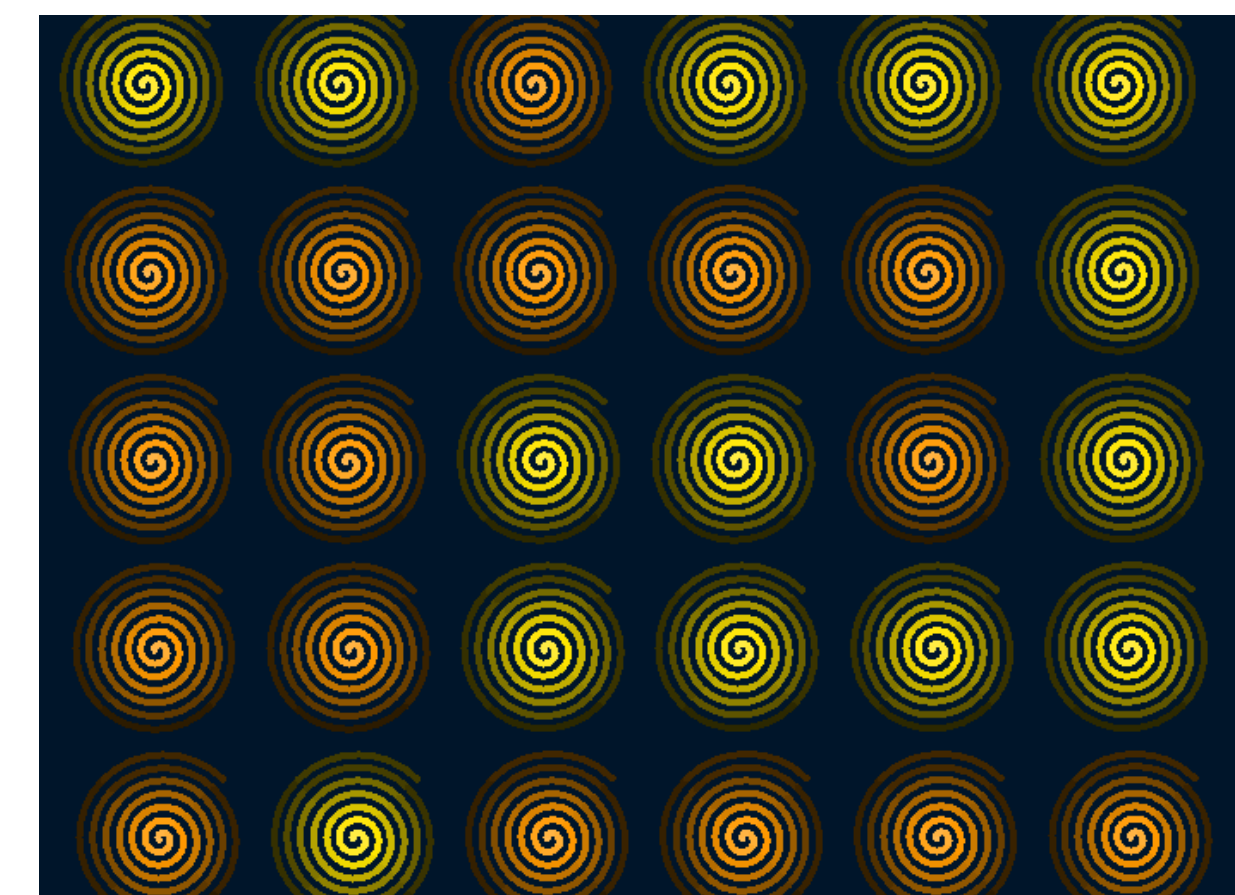
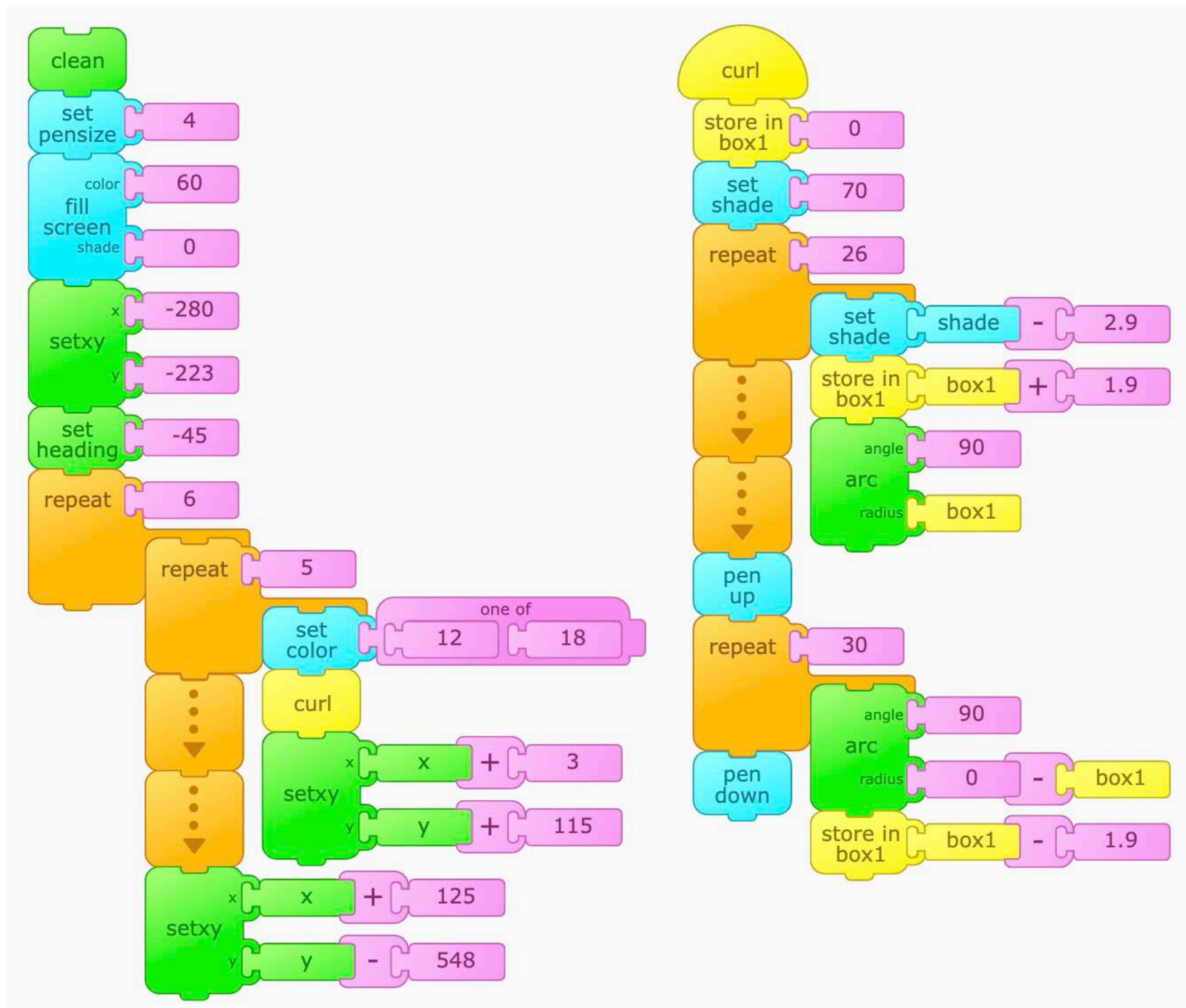
Click the set of blocks with clean on top to start the program.



Bridge to Nowhere

11

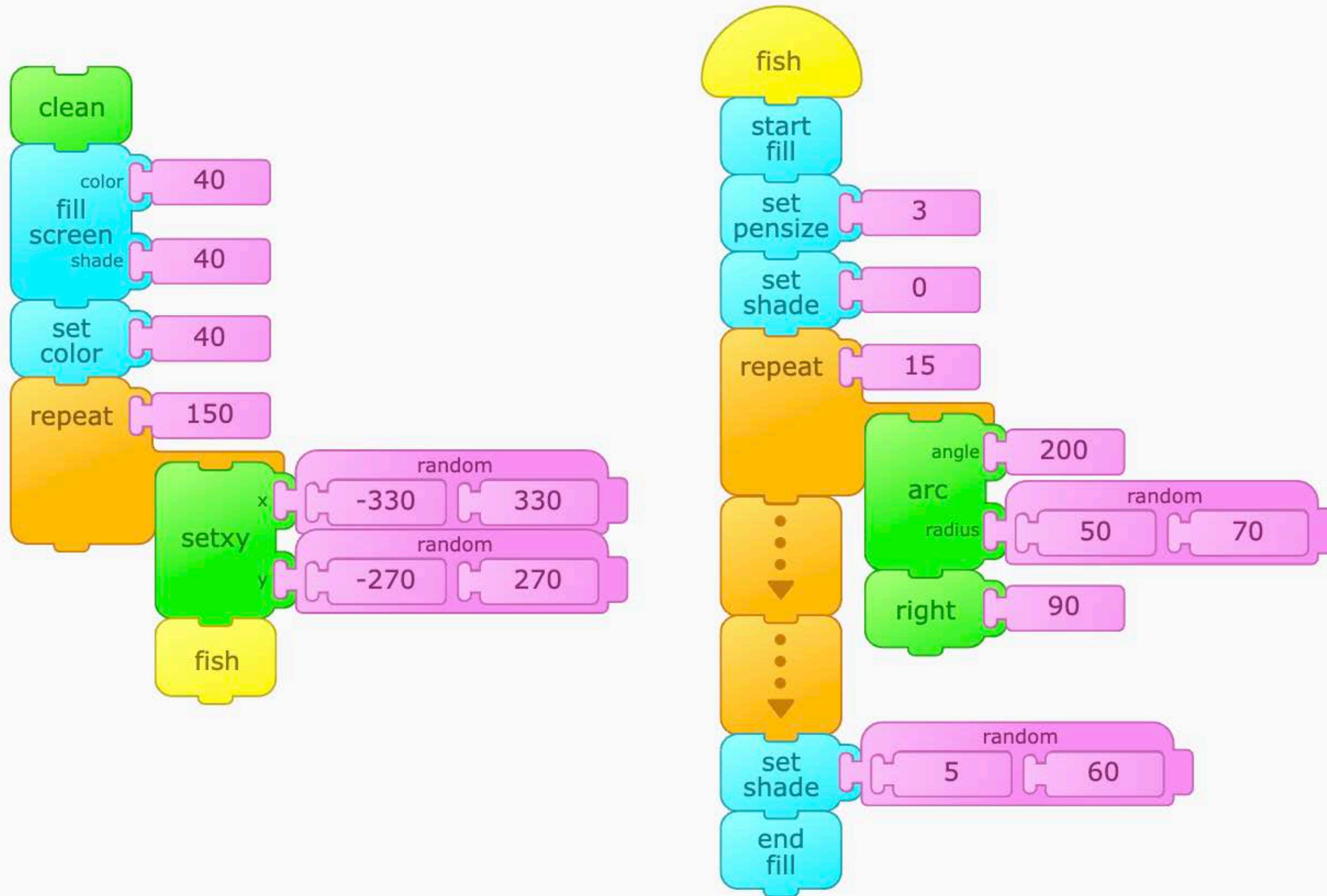
Click the set of blocks with clean on top to start the program.
Click the set of blocks with clean on top to start the program.



Broadway

12

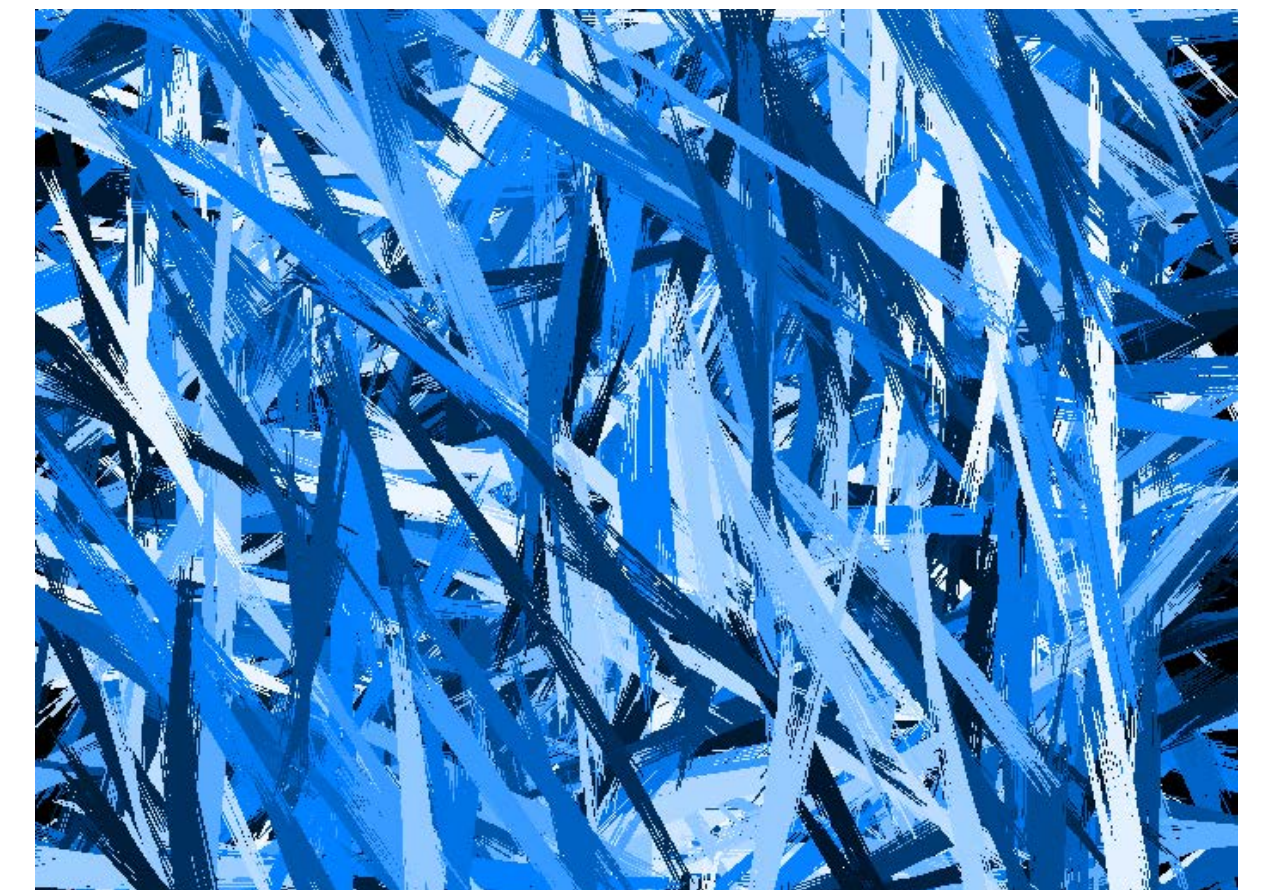
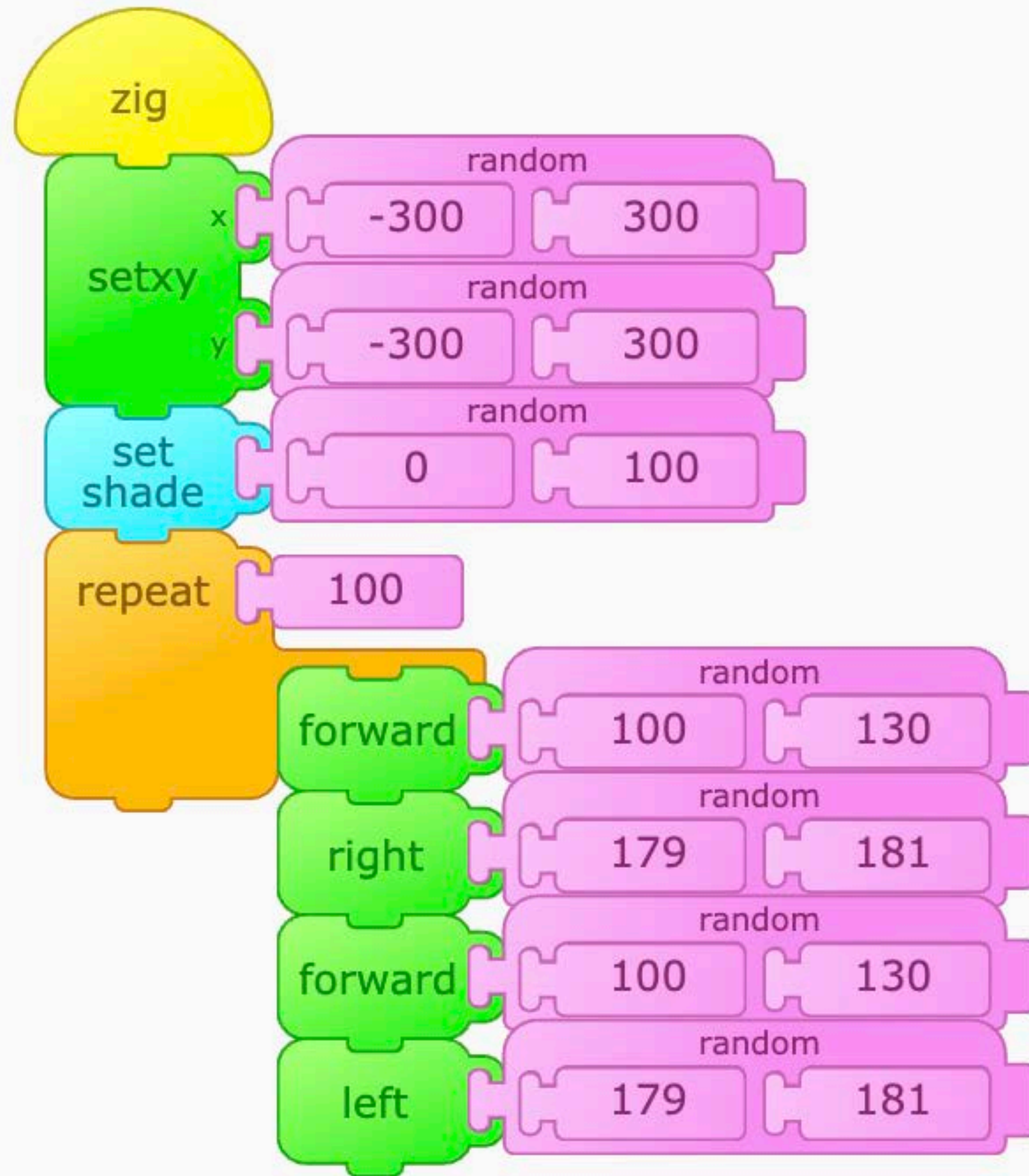
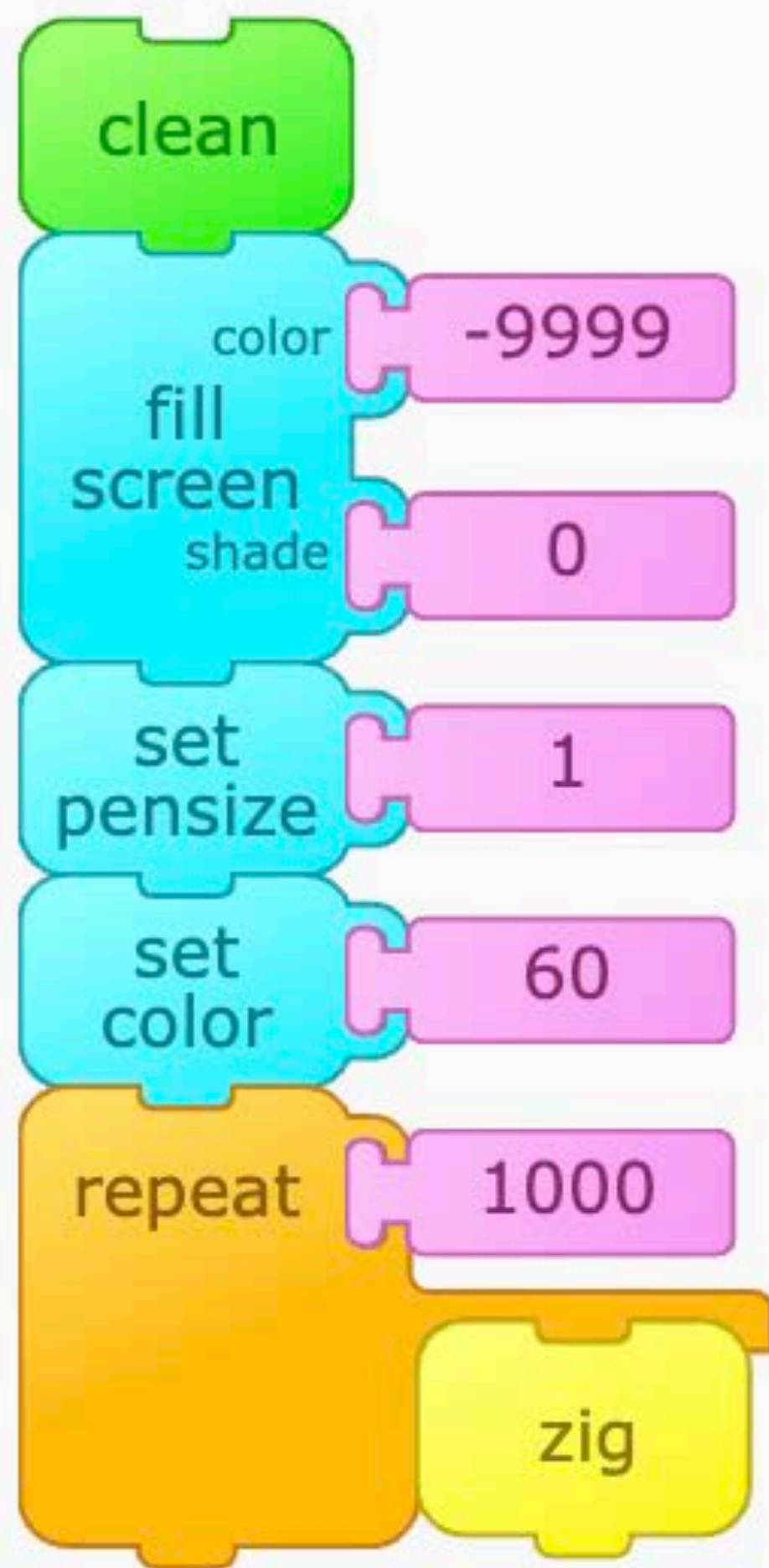
Click the set of blocks with clean on top to start the program.



Broken Ice

13

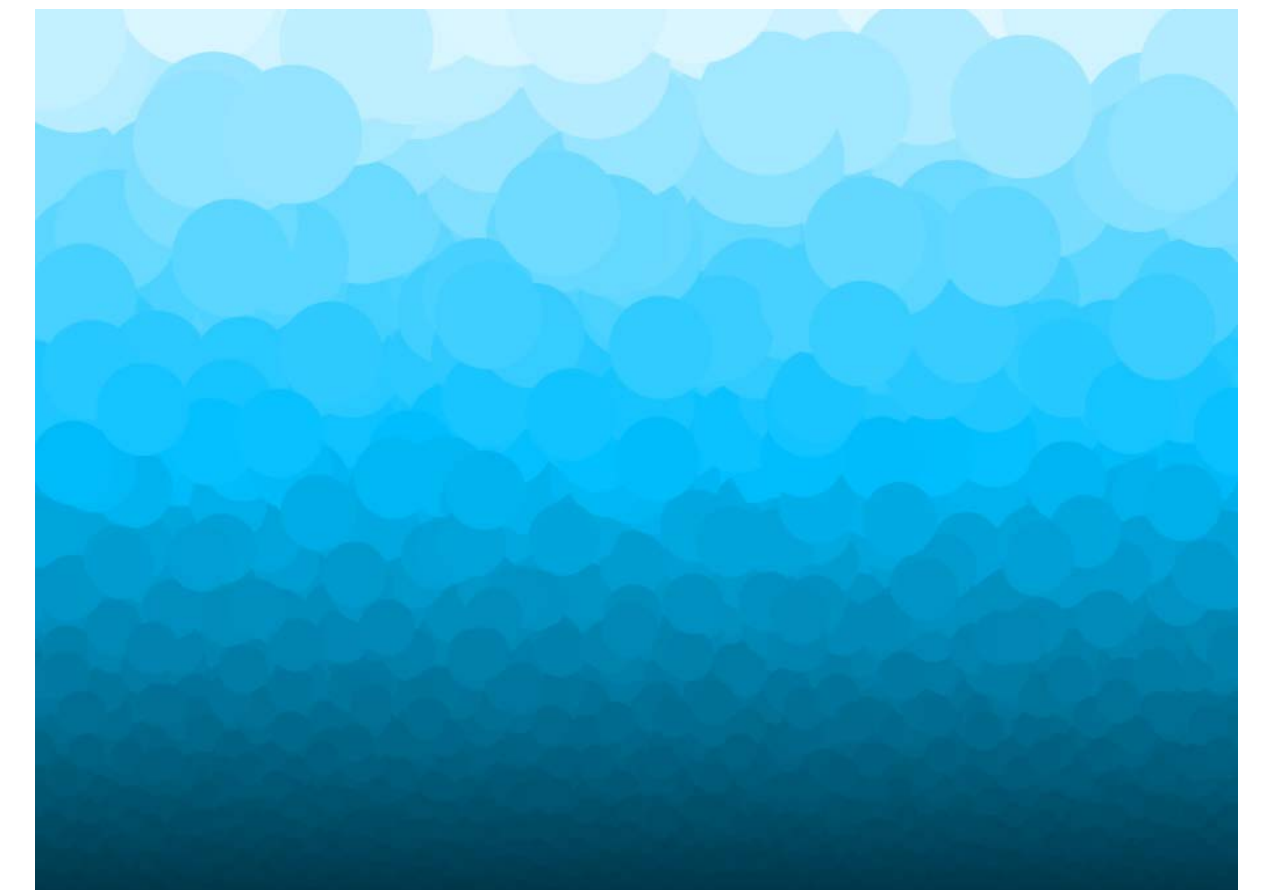
Click the set of blocks with `clean` on top to start the program.



Brushes

14

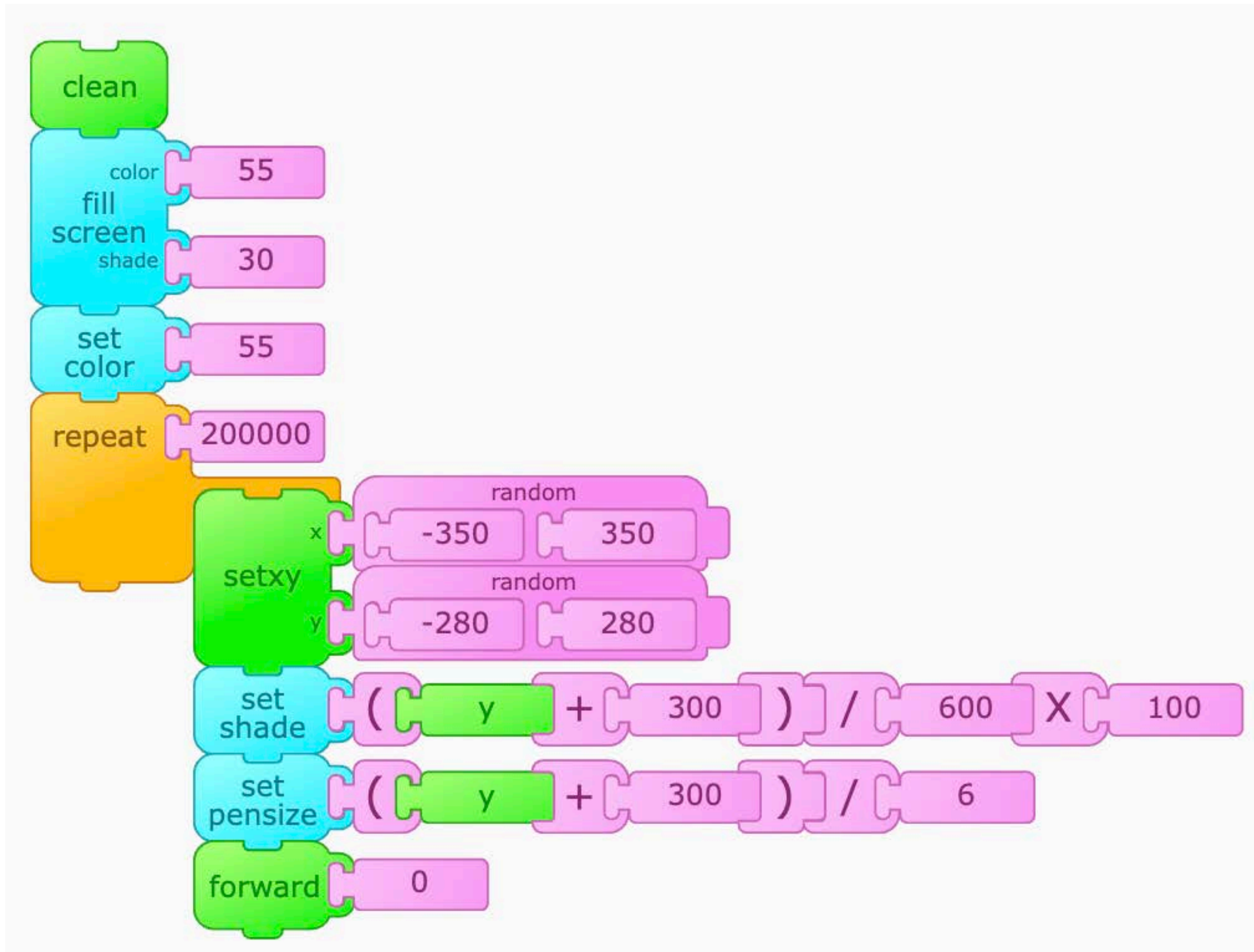
Click the set of blocks with `clean` on top to start the program.

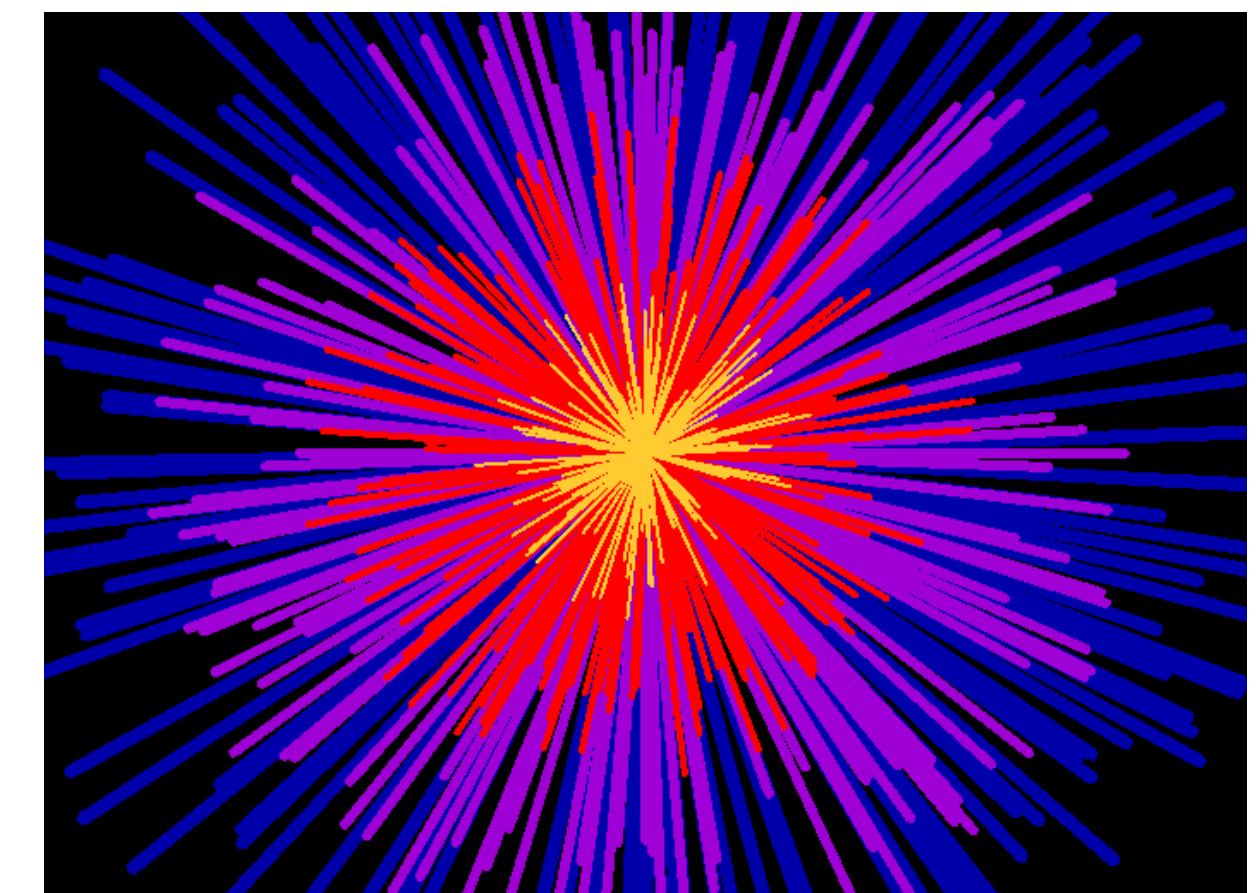
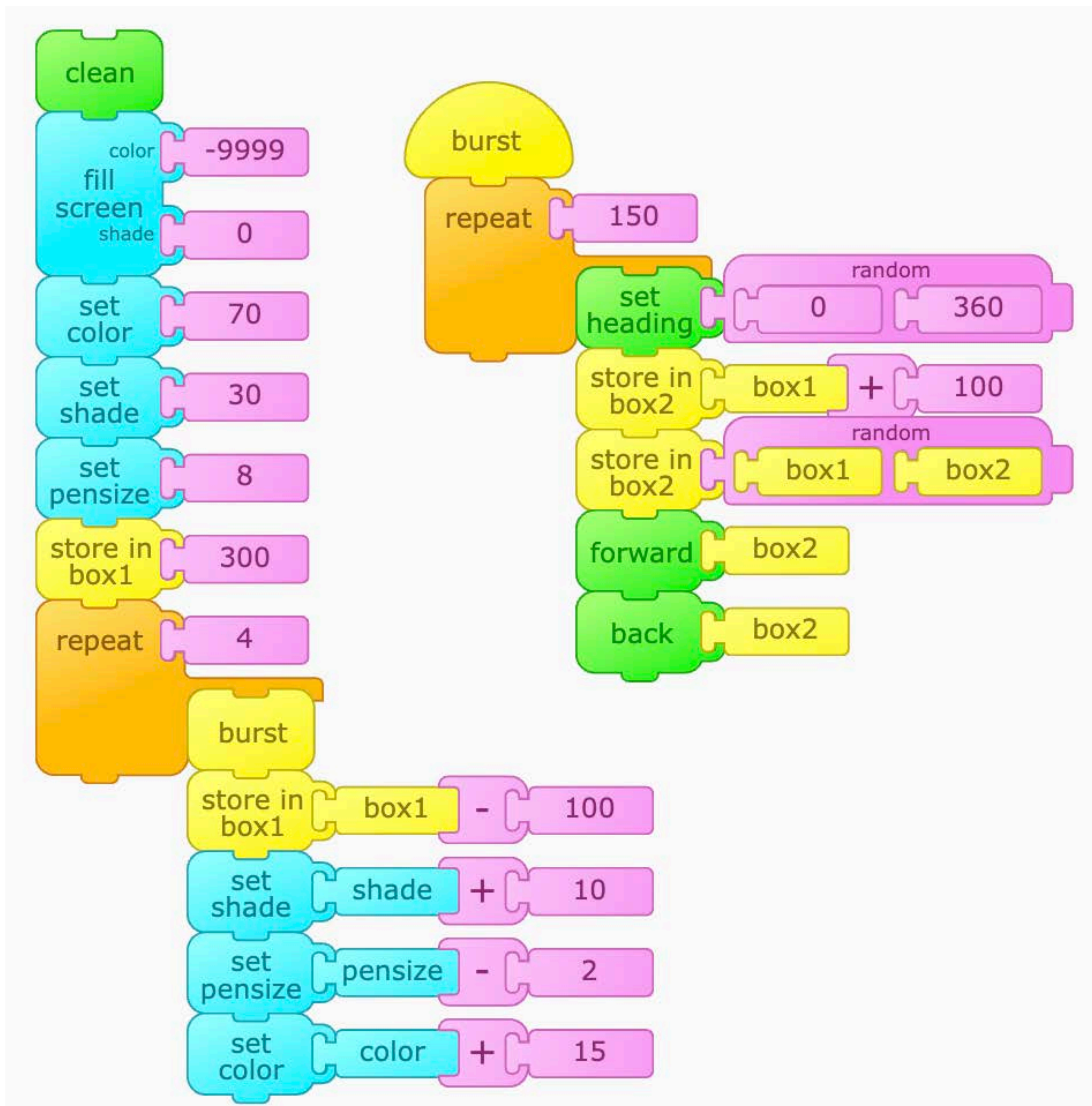


Bubbles

15

Click the set of blocks with clean on top to start the program.

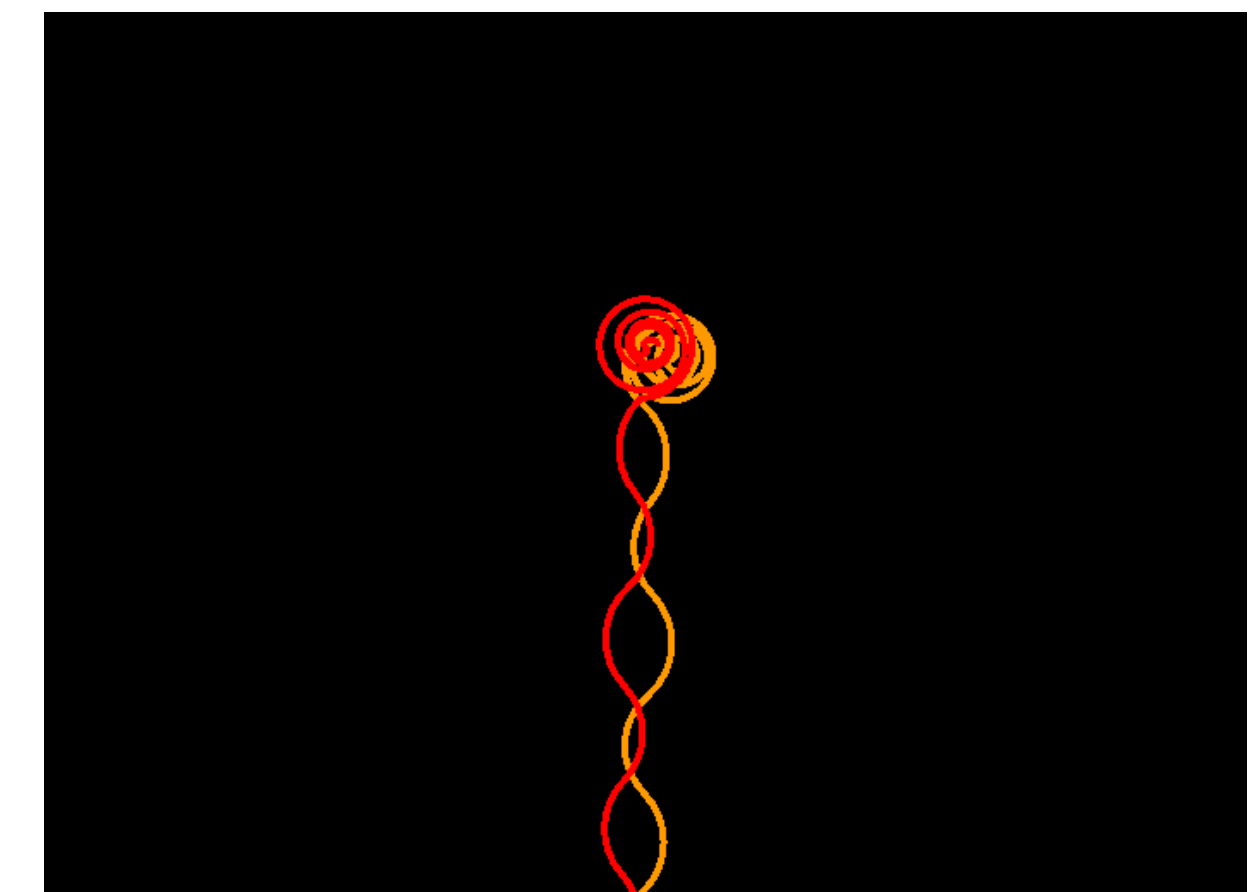
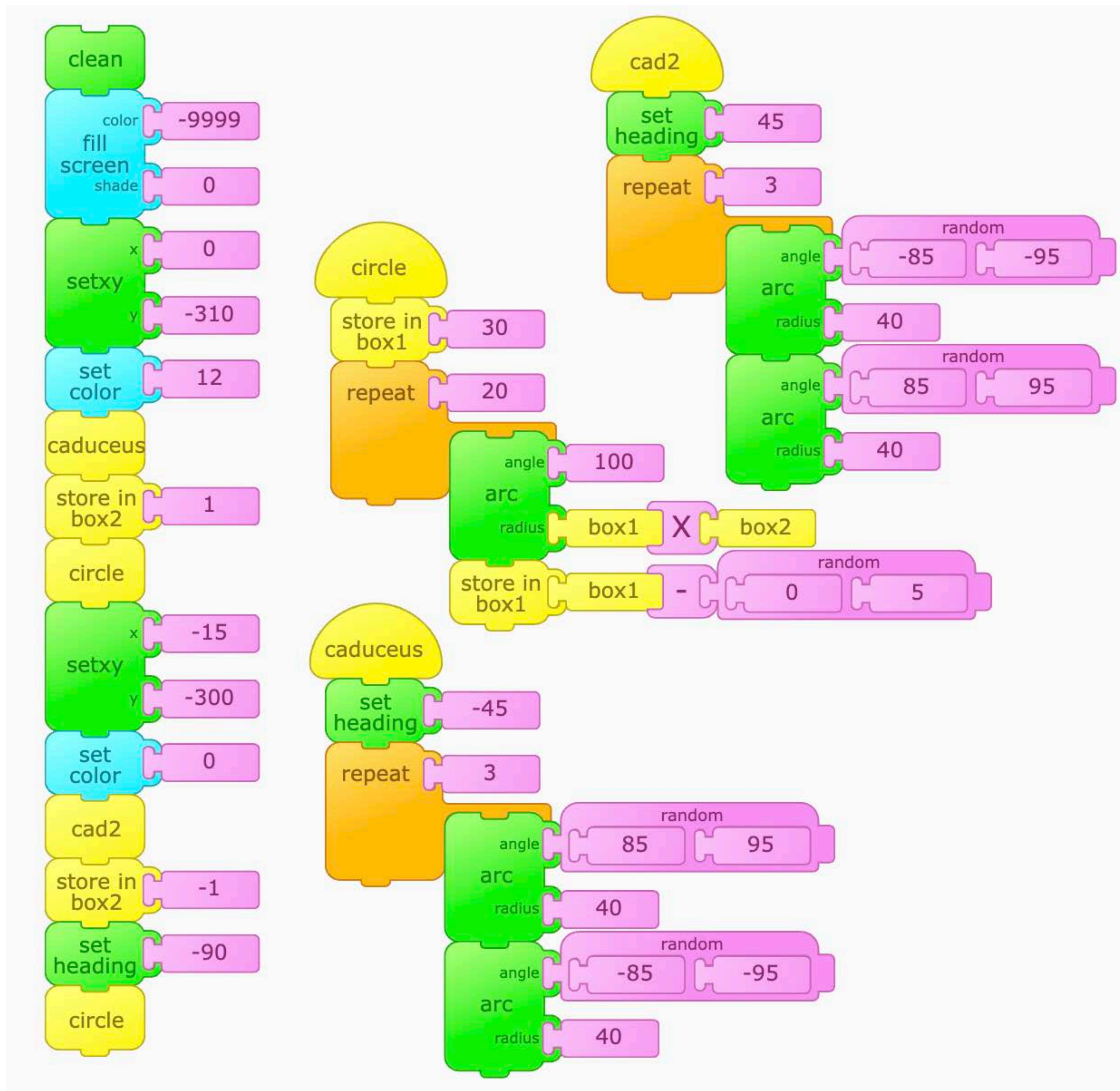




Bursts

16

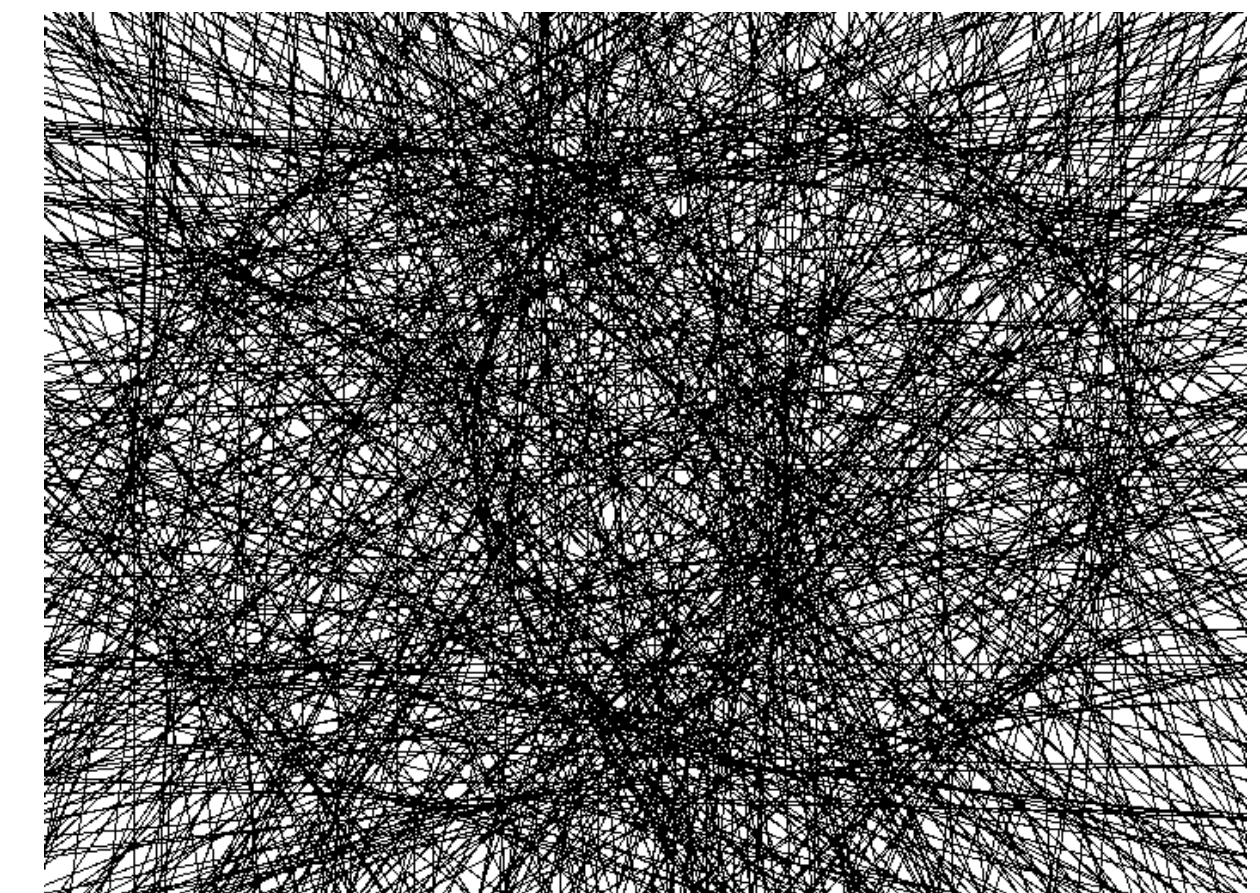
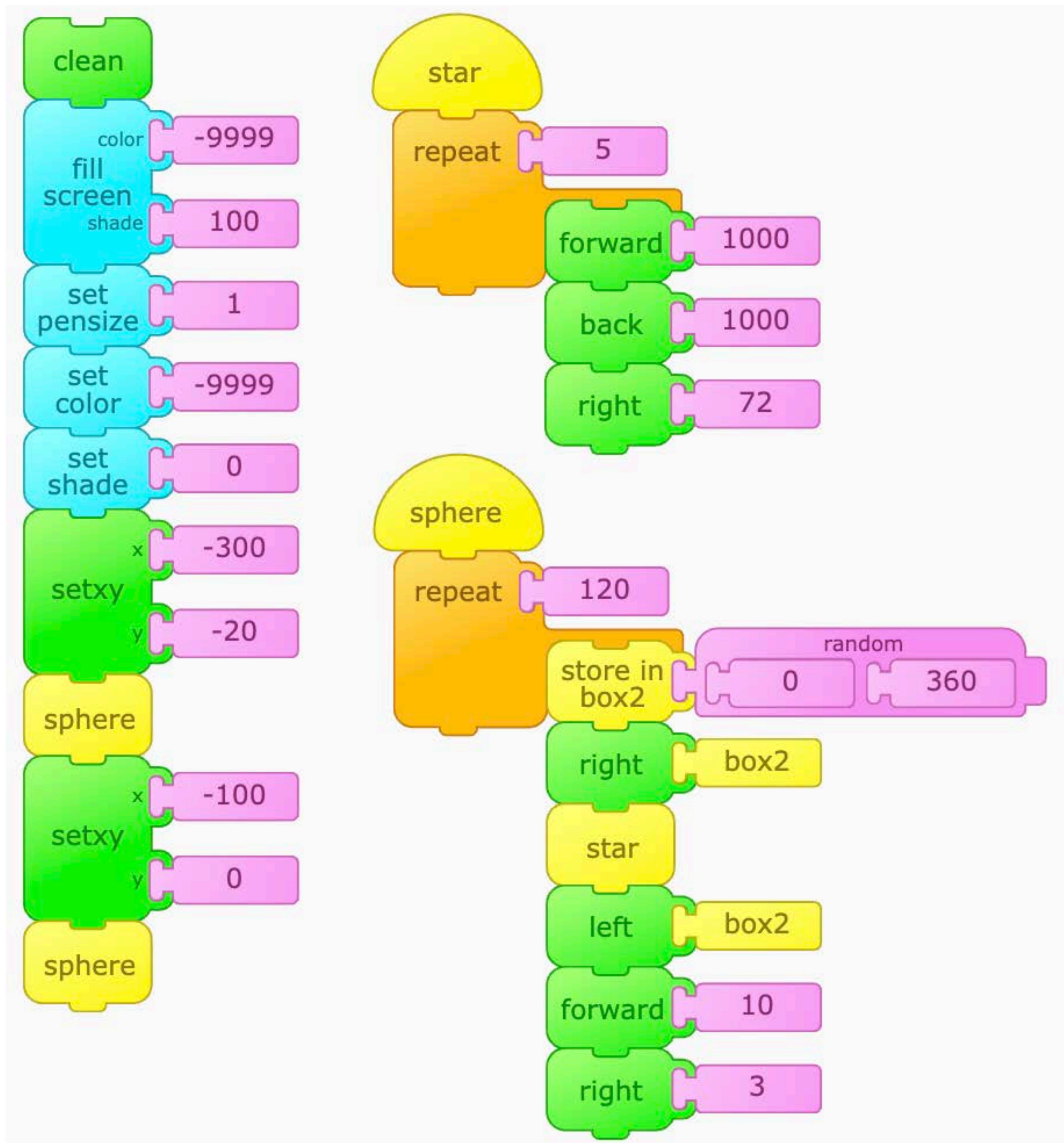
Click the set of blocks with `clean` on top to start the program.



Caduceus

17

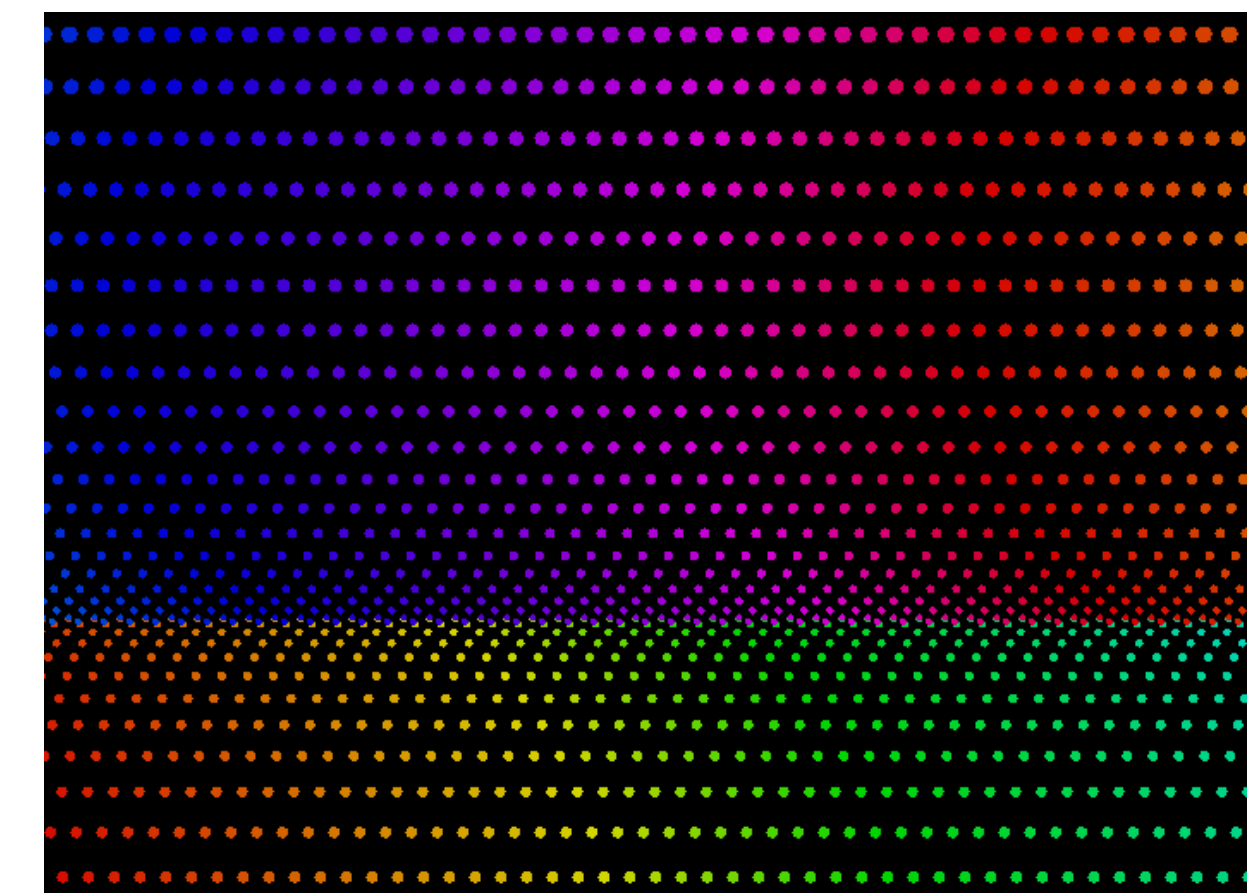
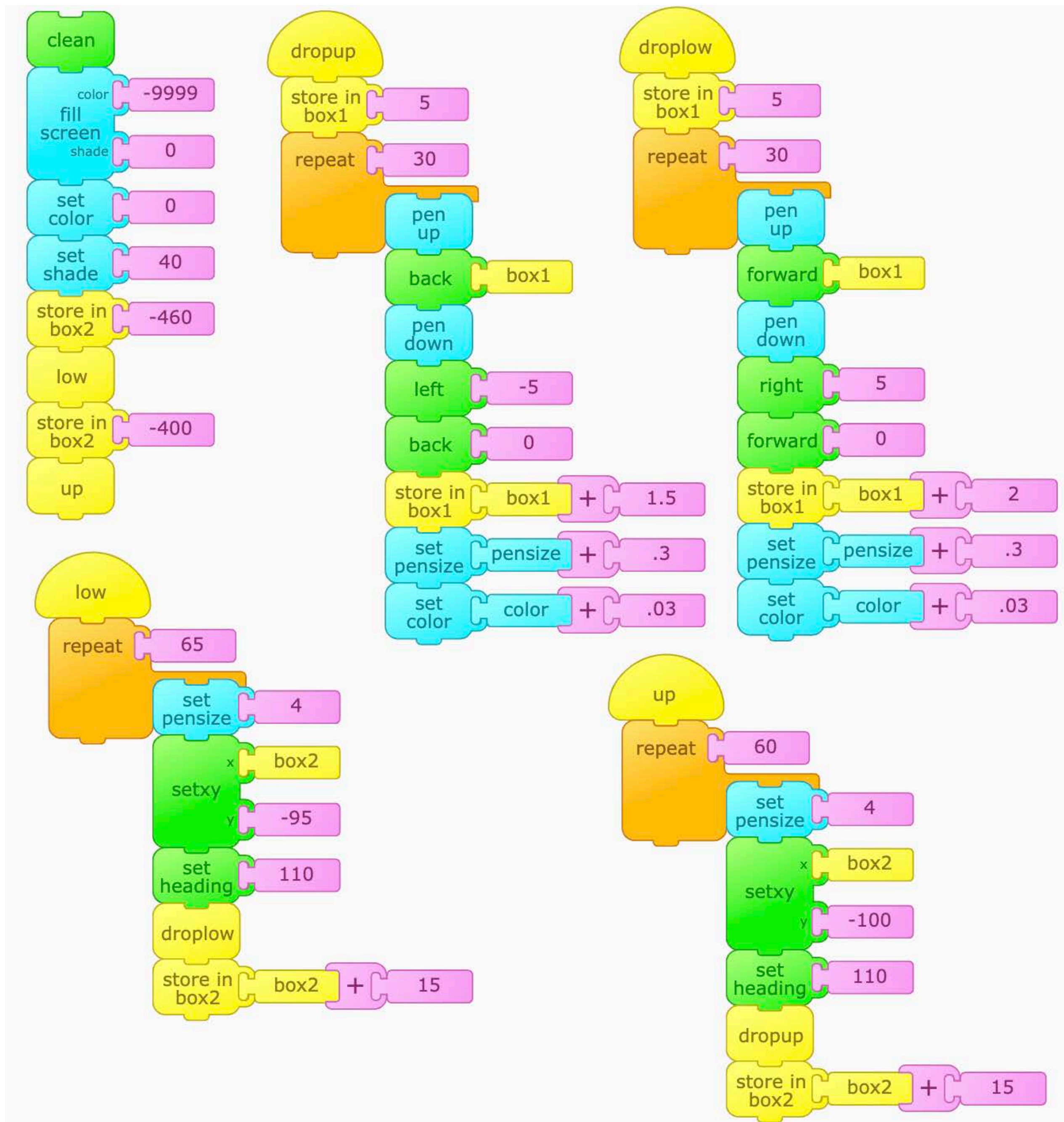
Click the set of blocks with `clean` on top to start the program.



Cartography

18

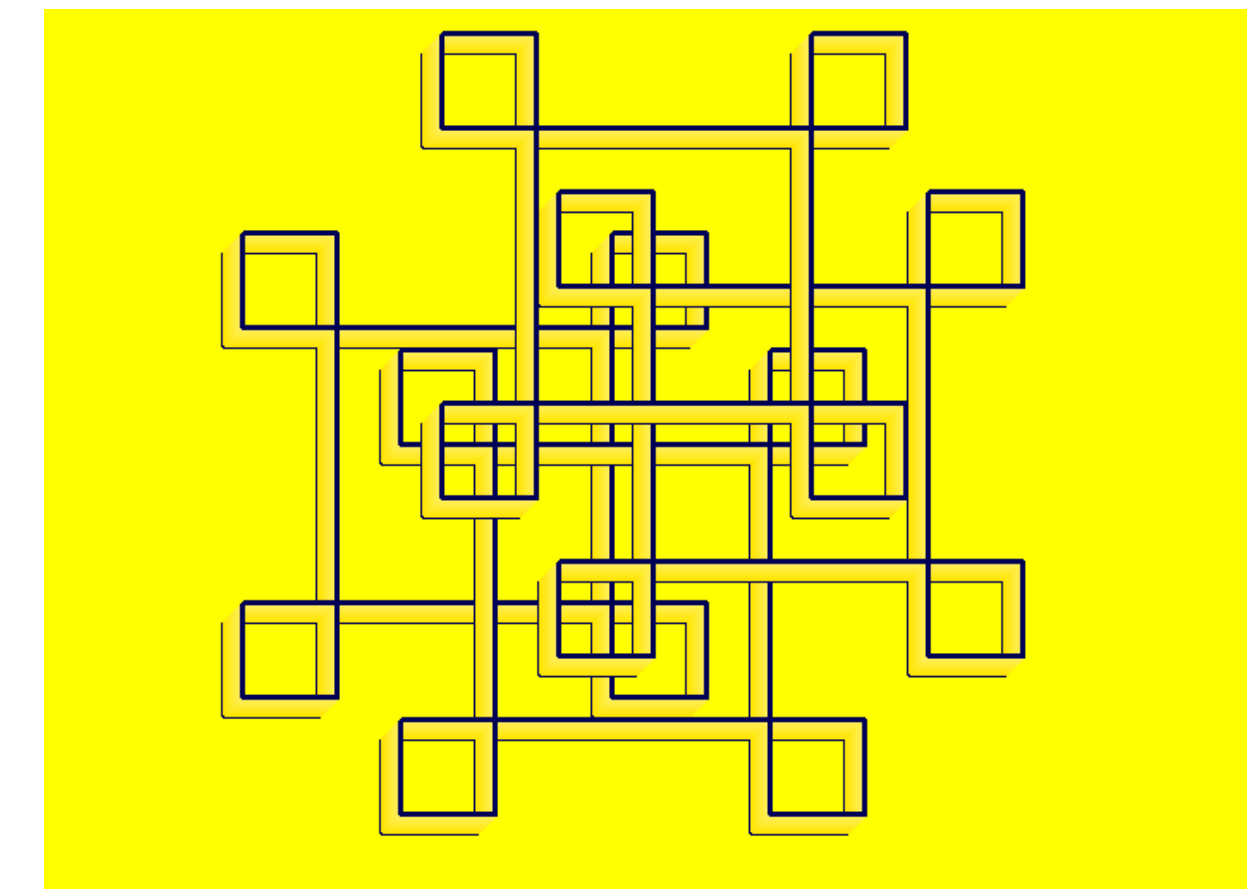
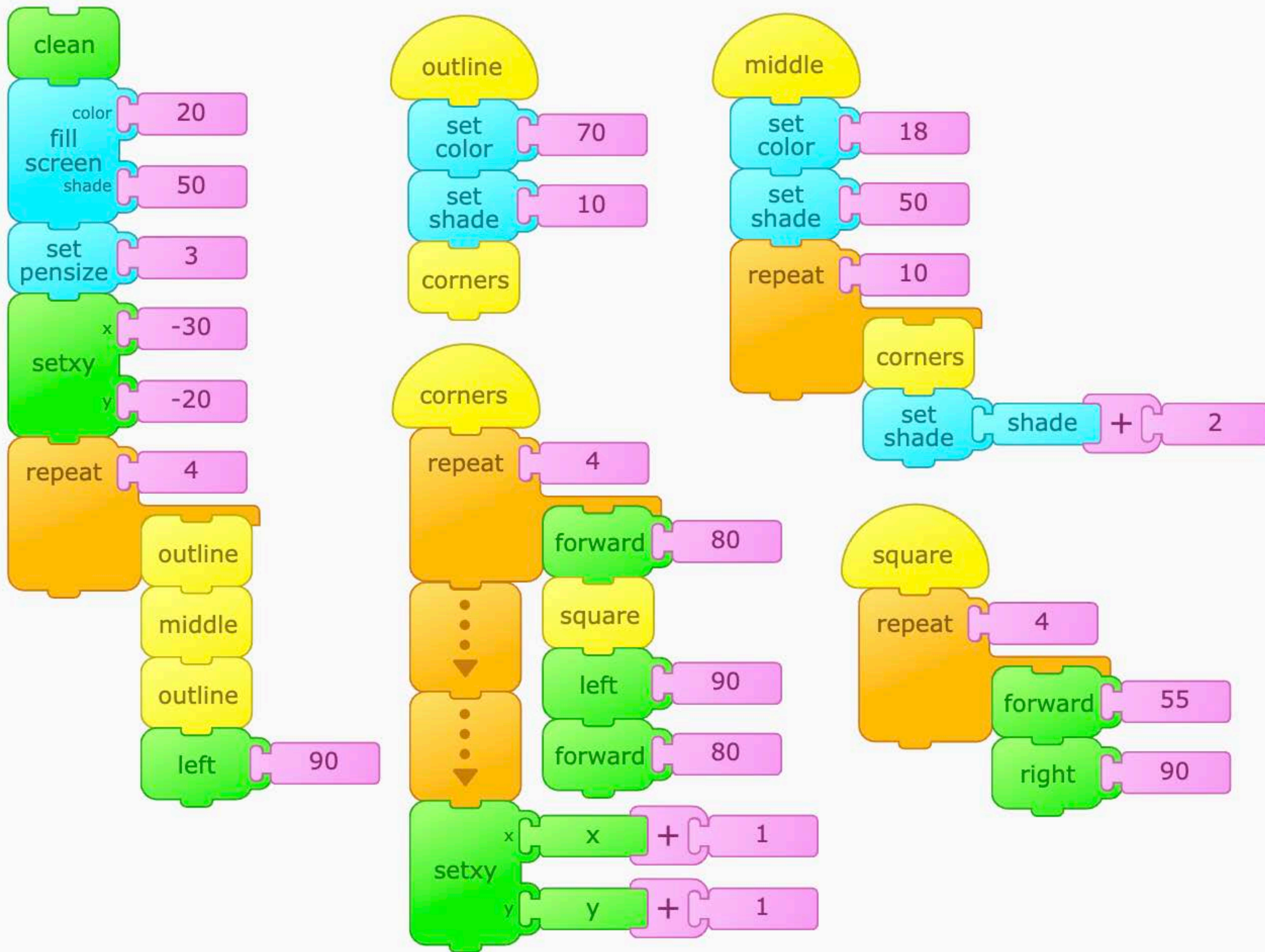
Click the set of blocks with `clean` on top to start the program.



Cascade

19

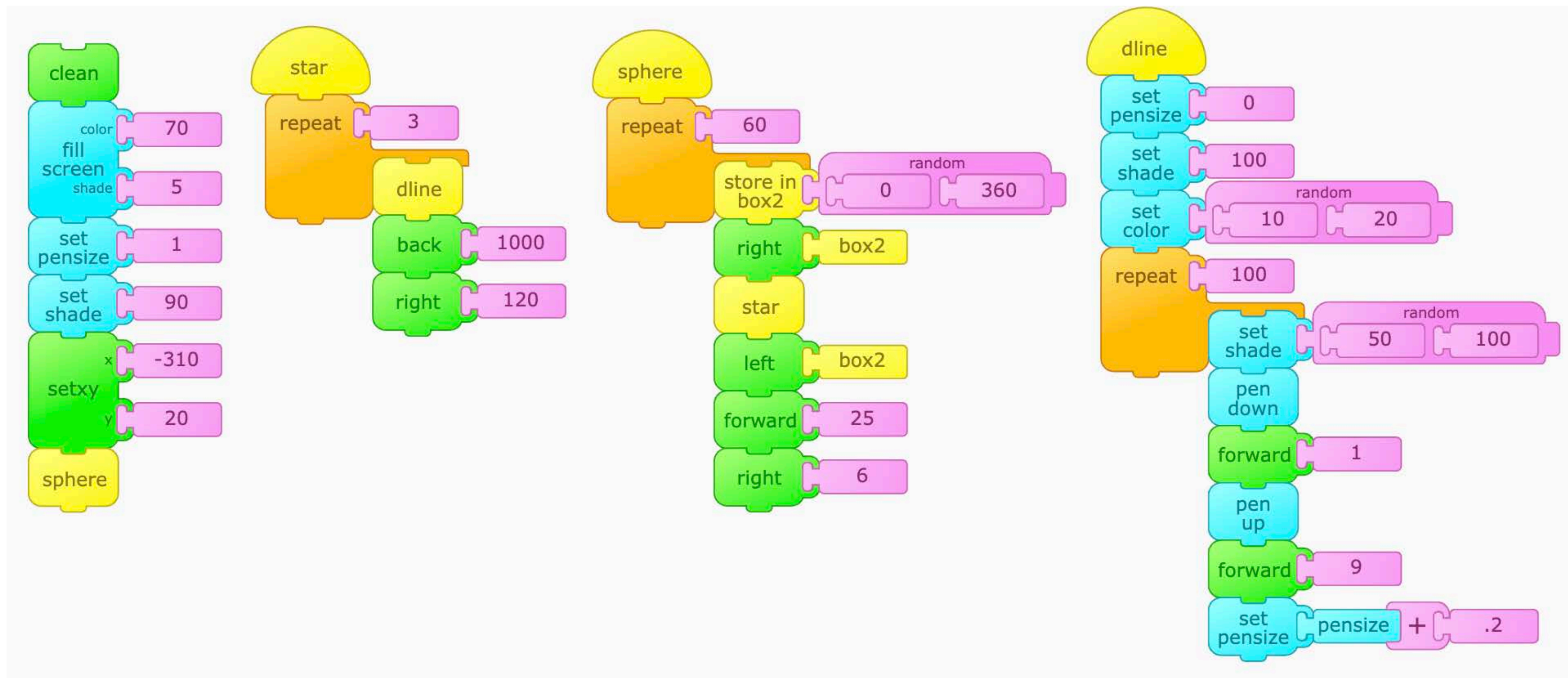
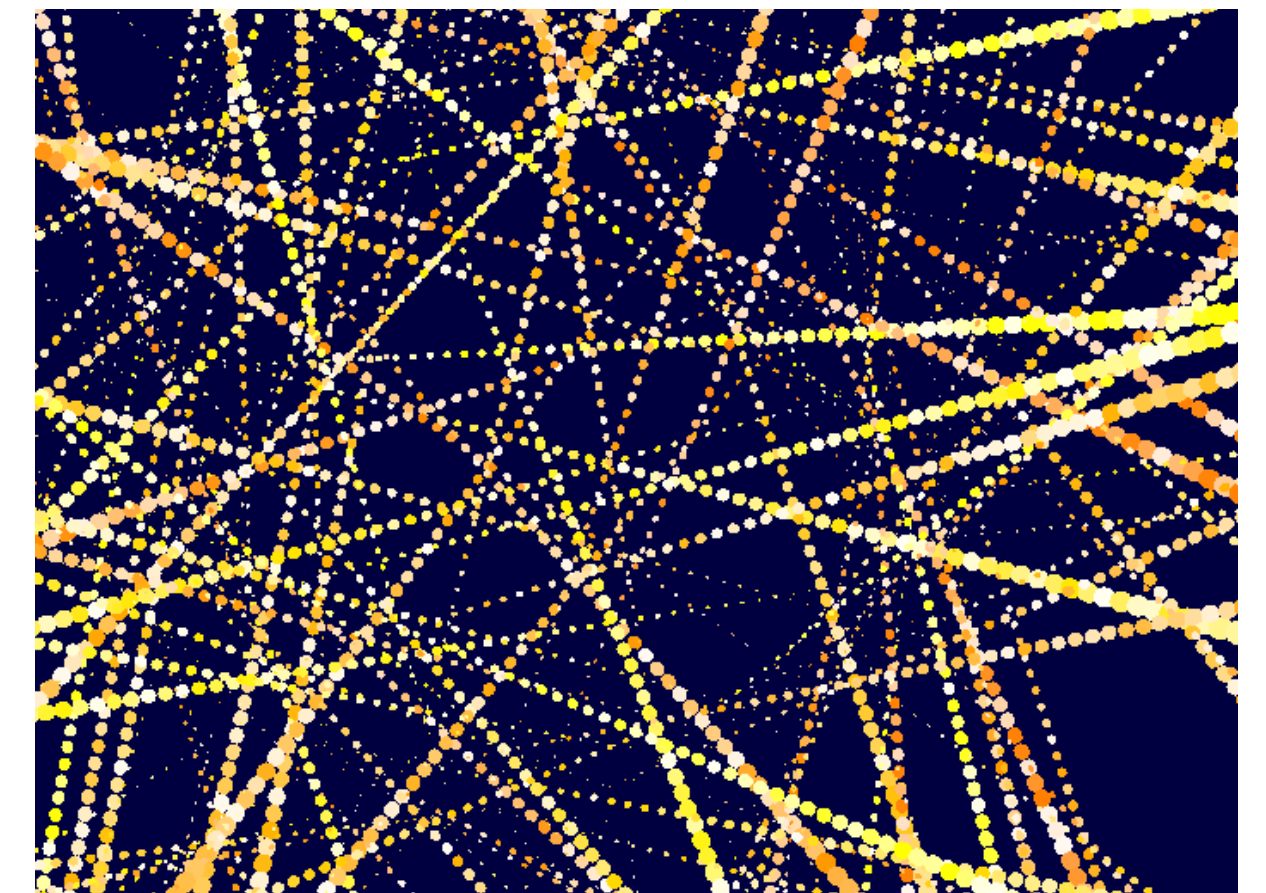
Click the set of blocks with `clean` on top to start the program.



Chopsticks

20

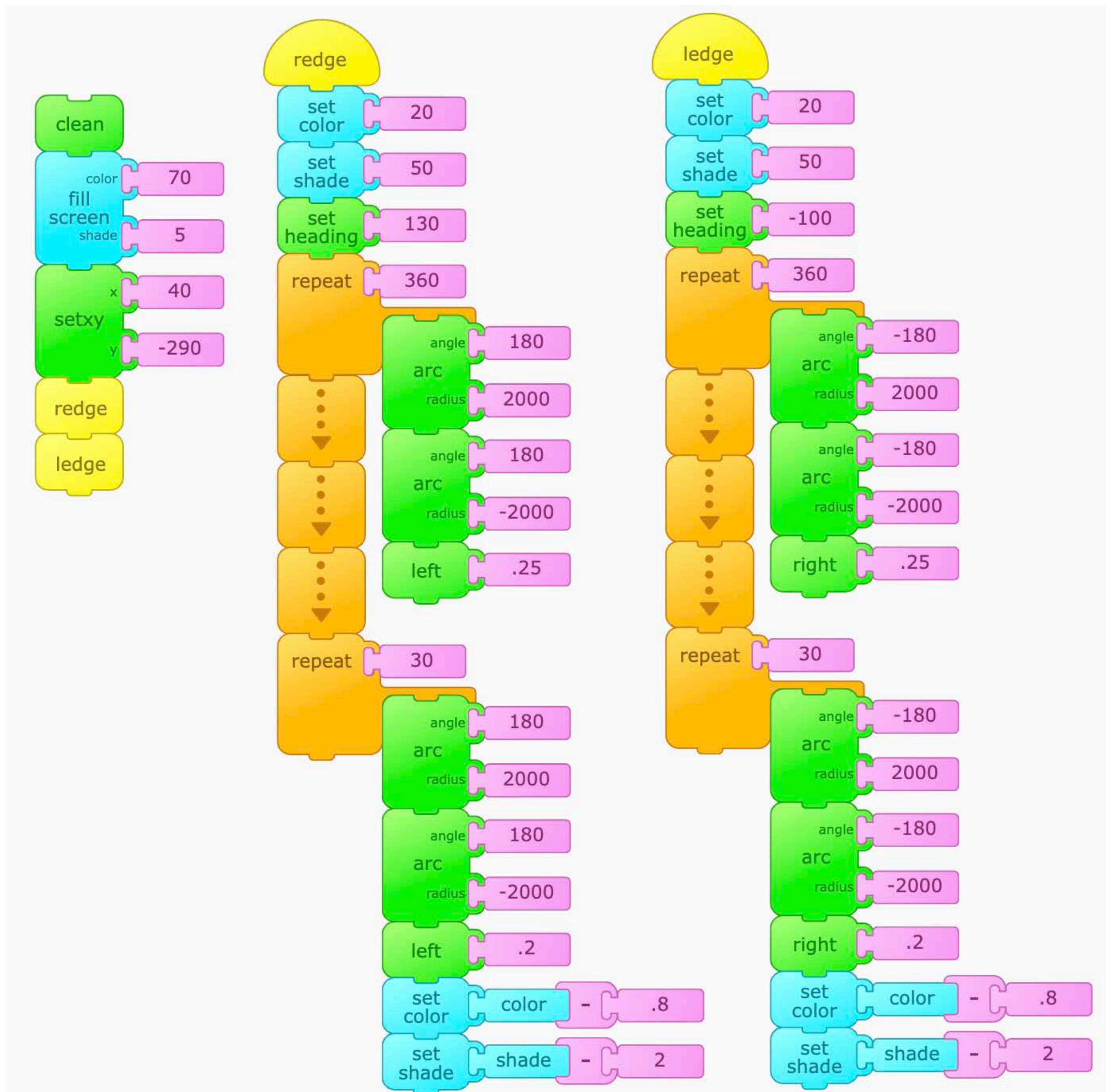
Click the set of blocks with `clean` on top to start the program.



City Lights

21

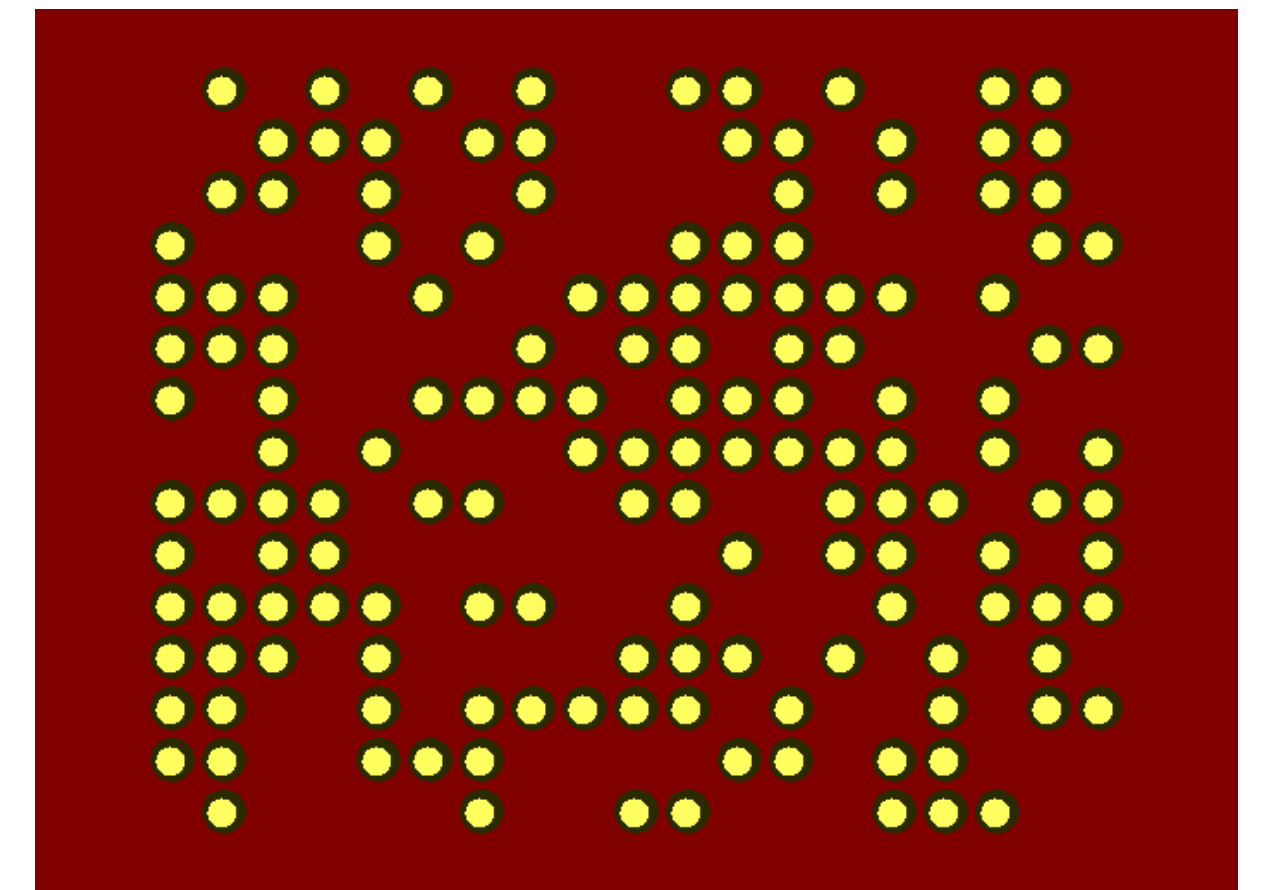
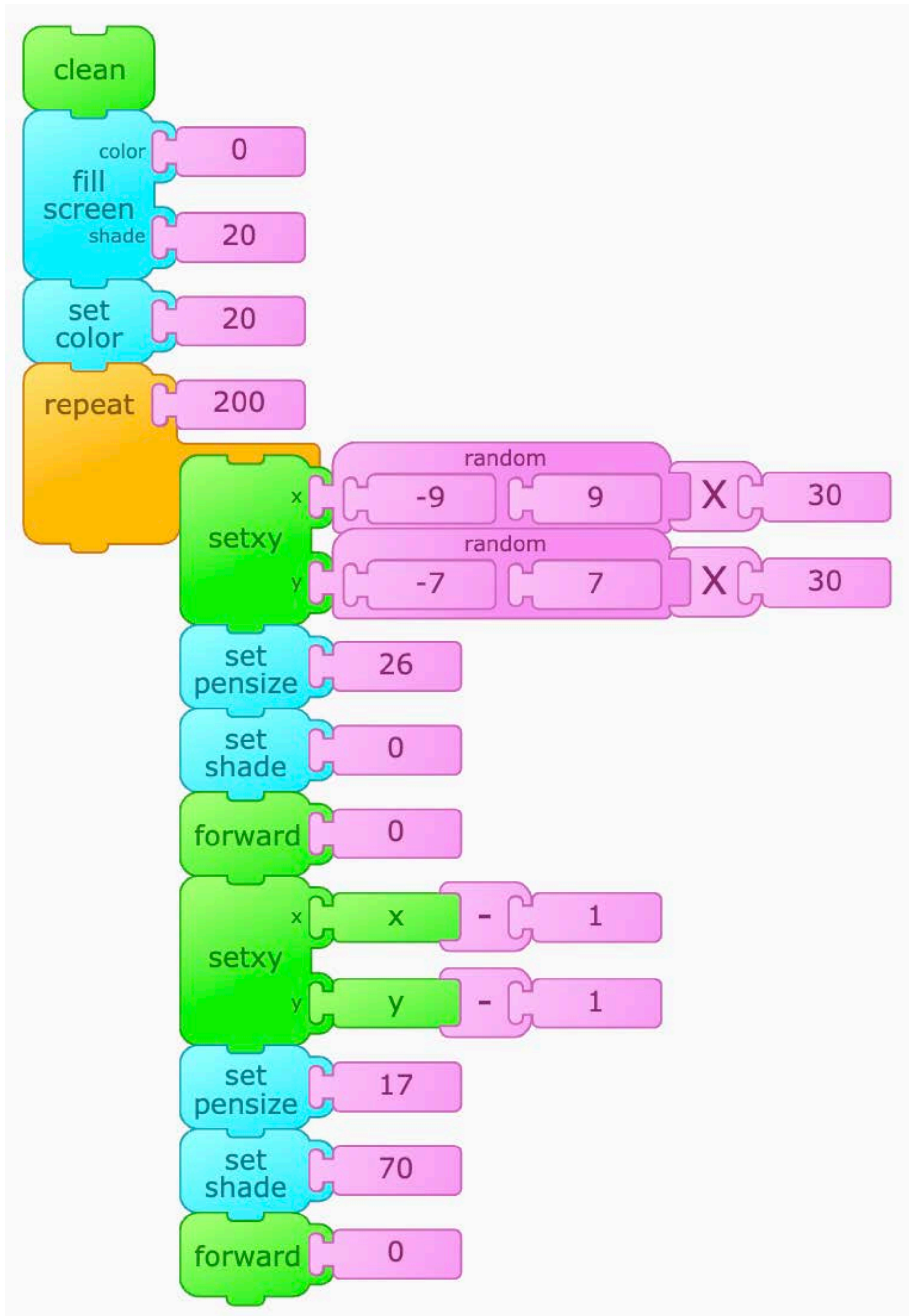
Click the set of blocks with `clean` on top to start the program.



Closeup

22

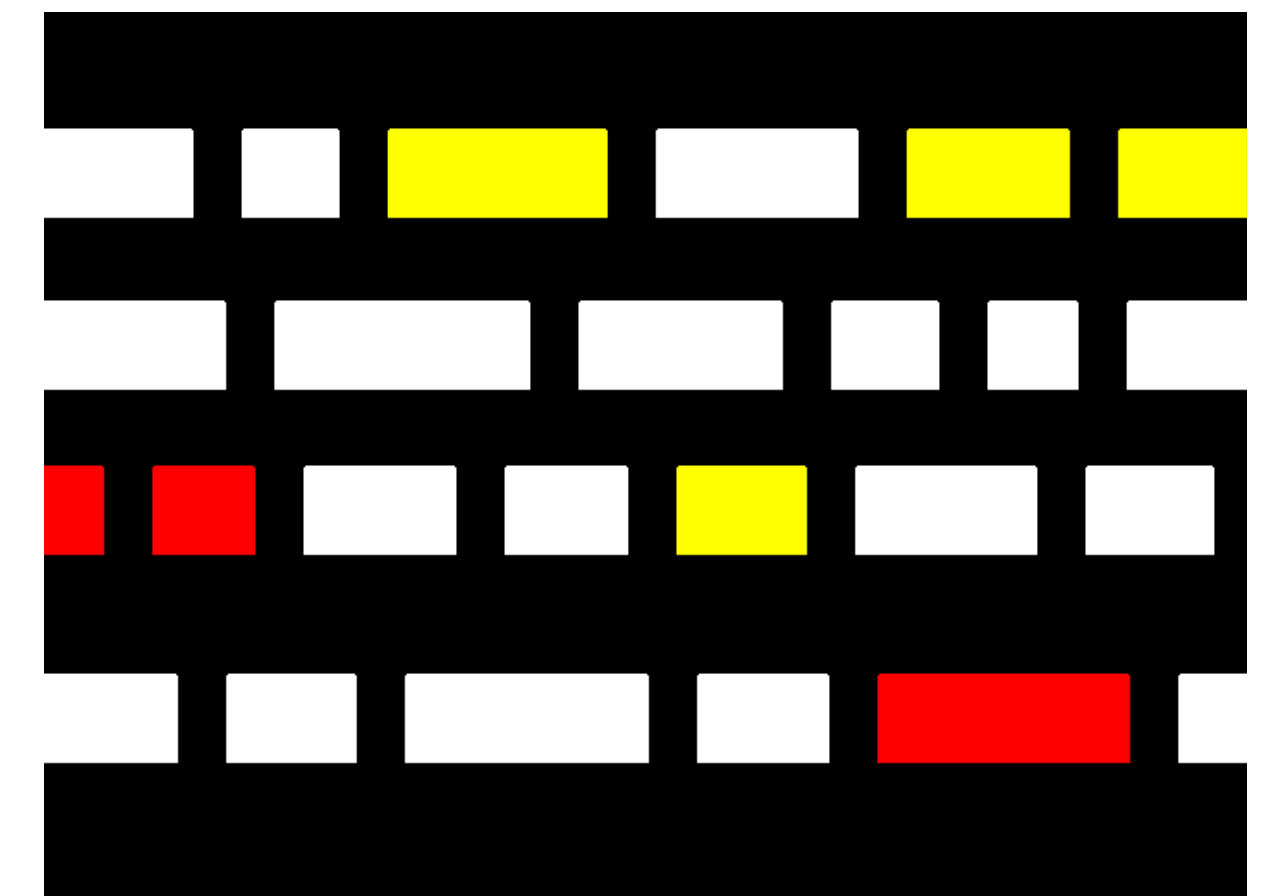
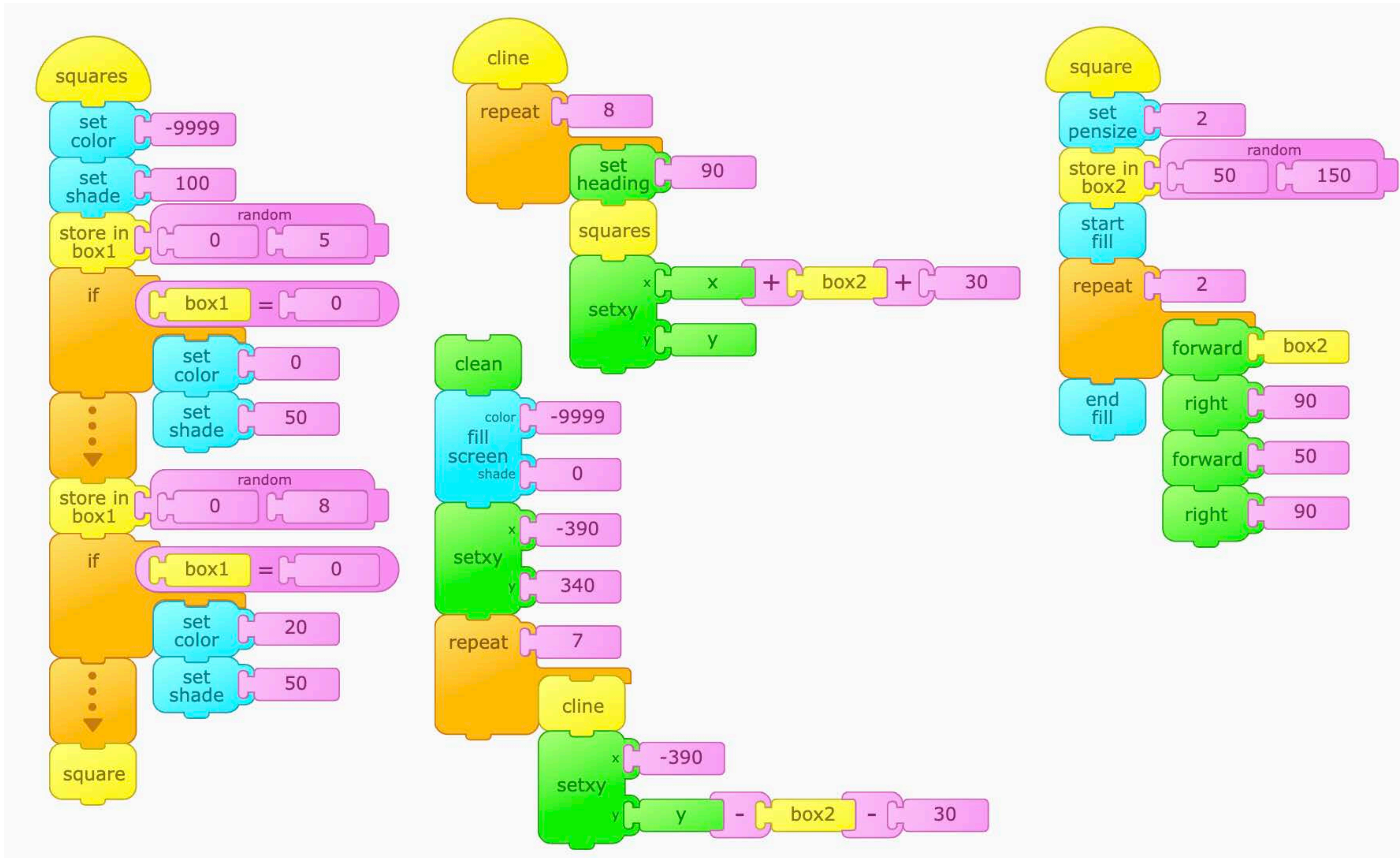
Click the set of blocks with `clean` on top to start the program.



Code

23

Click the set of blocks with `clean` on top to start the program.

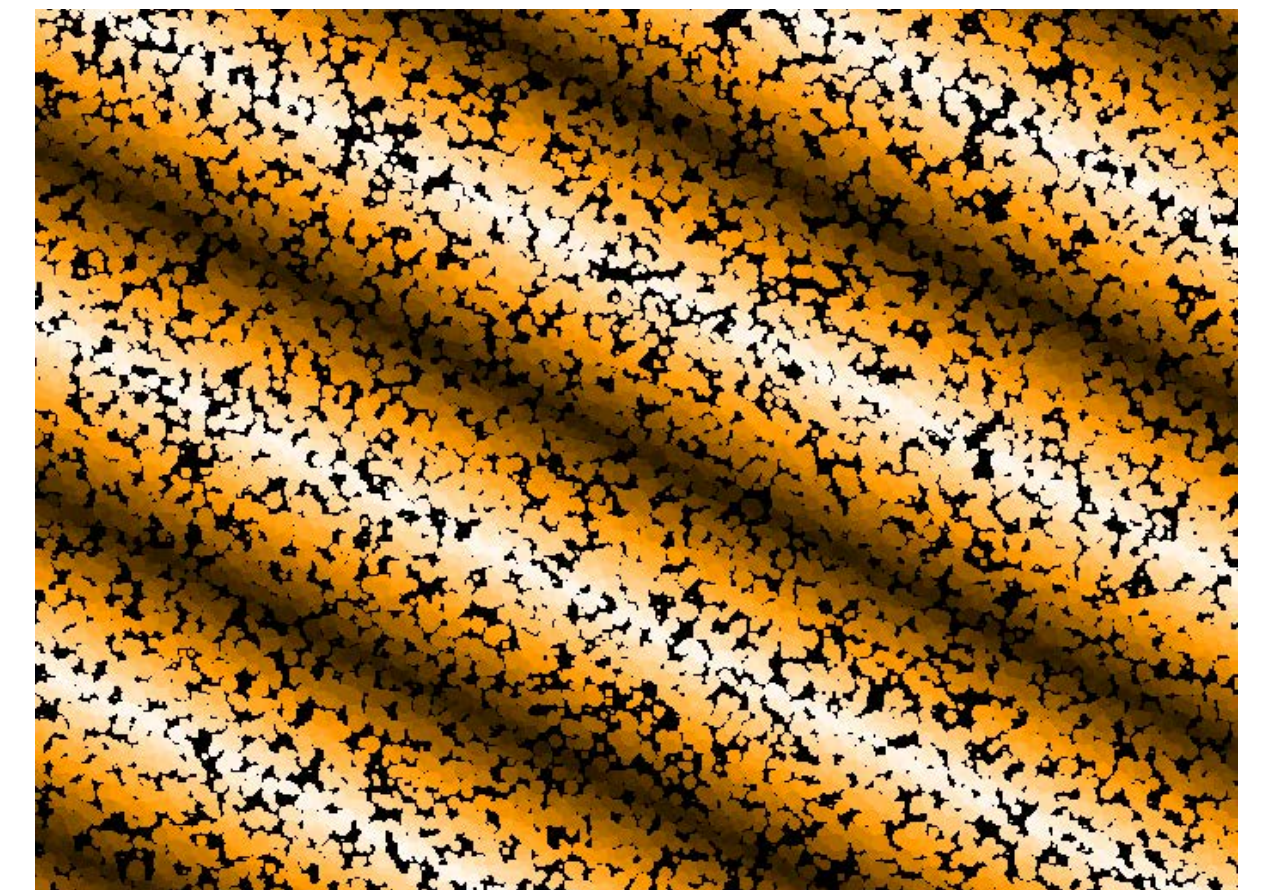


Composition

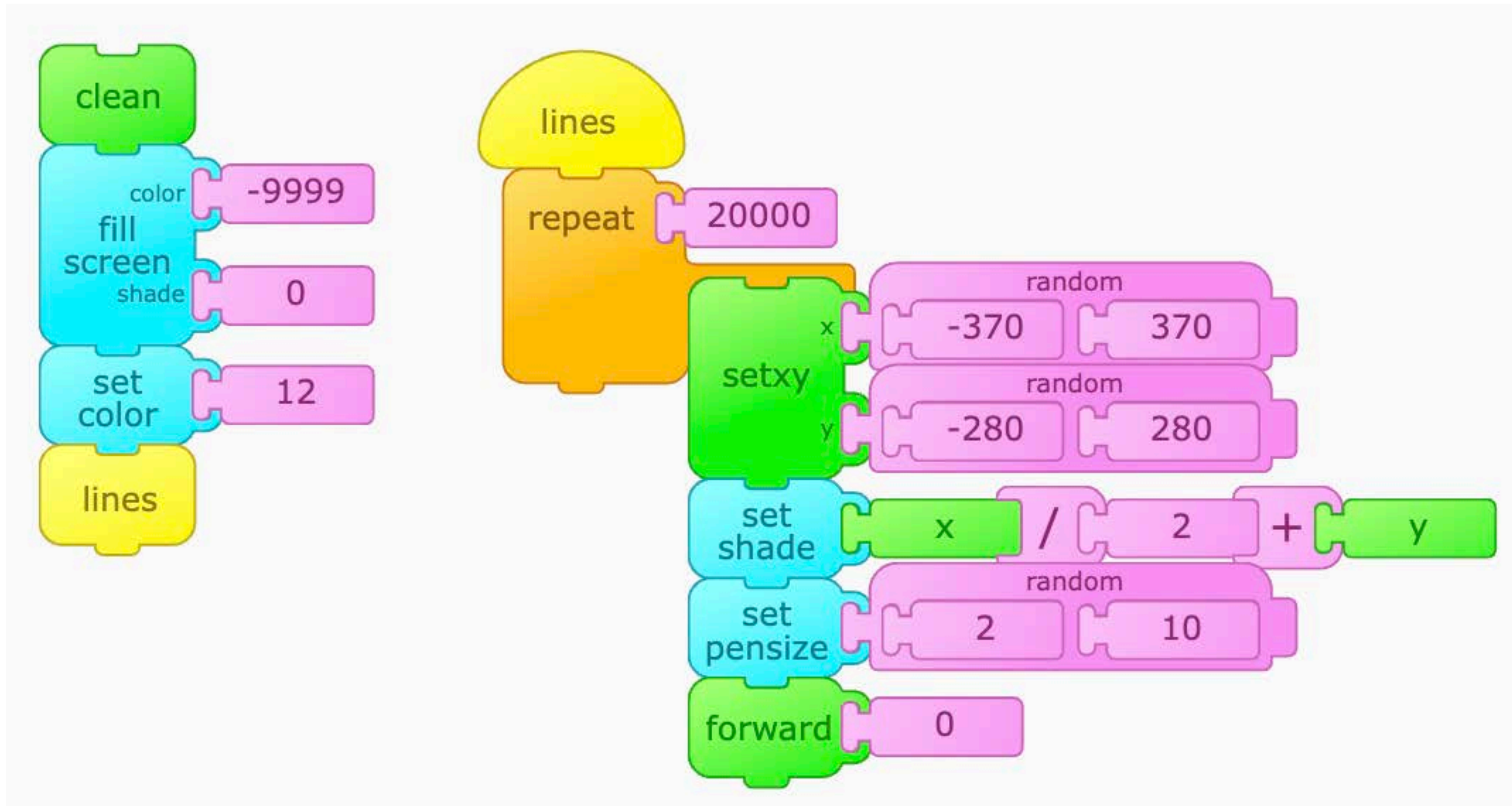
7

24

Click the set of blocks with `clean` on top to start the program.

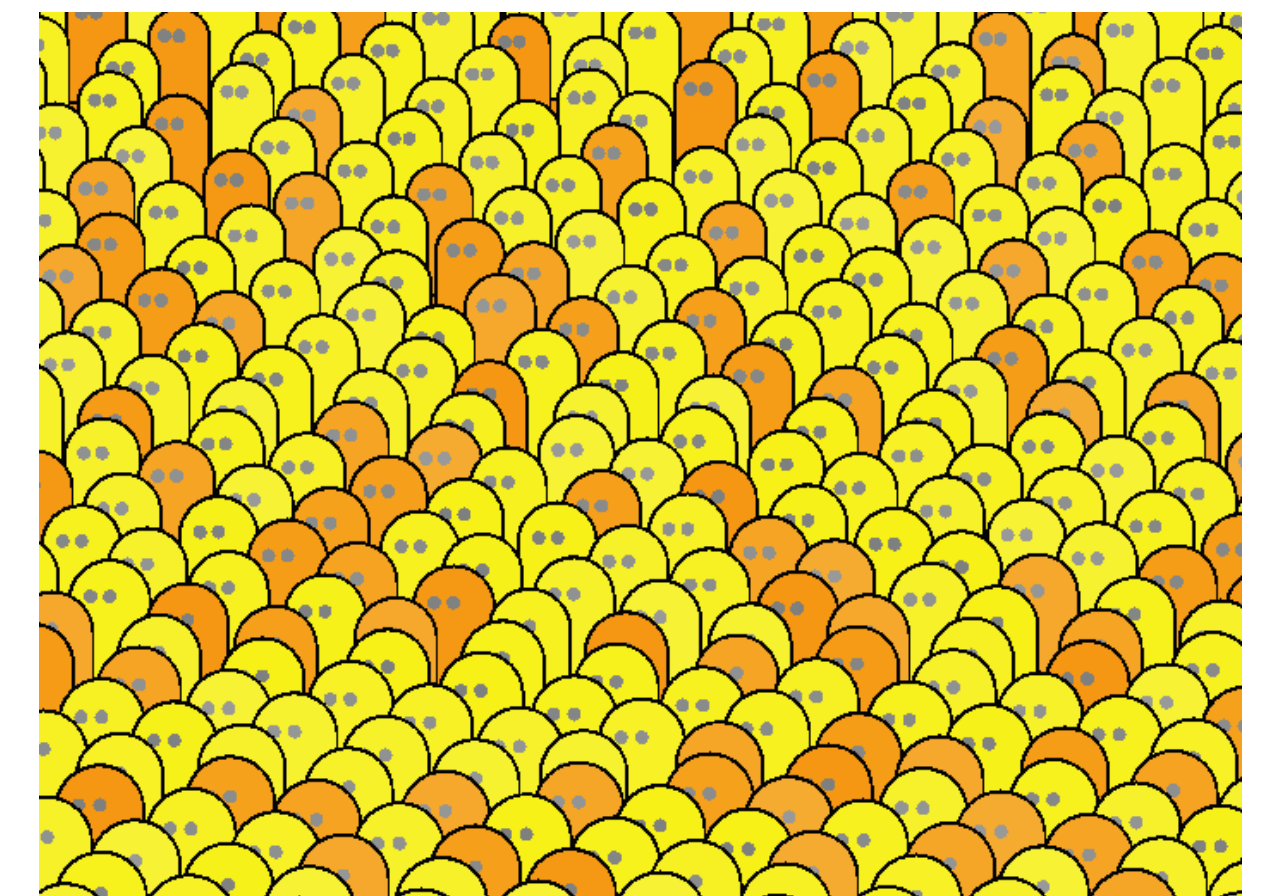


Cracked Pipes



25

Click the set of blocks with `clean` on top to start the program.



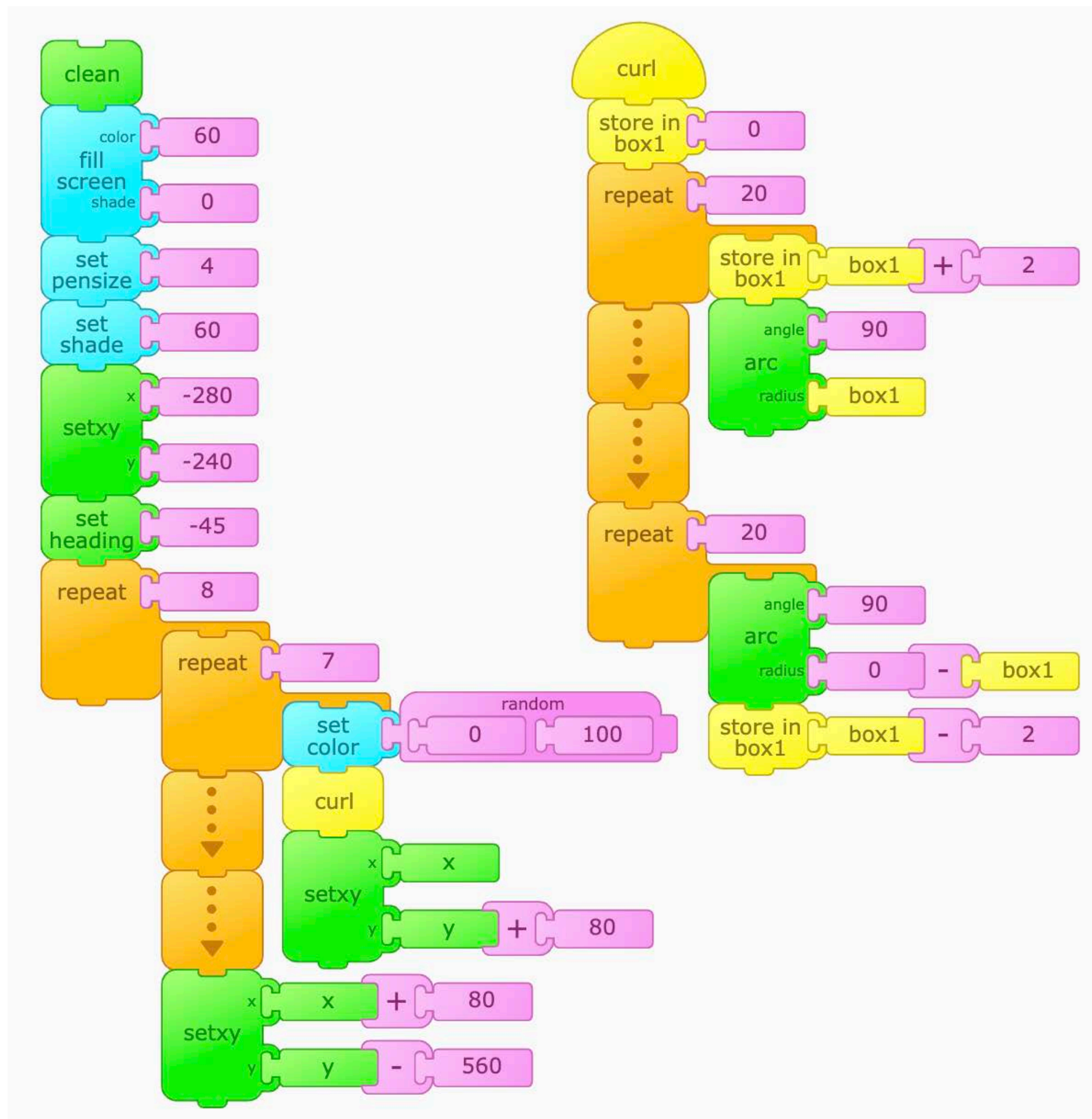
Crowd

26

Click the set of blocks with clean on top to start the program.

The image shows a Turtle Art workspace with three columns of code blocks:

- Column 1:**
 - clean
 - fill screen (color: 12, shade: 50)
 - store in box1 (15)
 - setxy (x: 0, y: 300)
 - repeat (900)
 - door
 - setxy (x: 0, y: 0) with box1 + .03
- Column 2:**
 - door
 - set color (-9999)
 - set shade (0)
 - start fill
 - frame
 - set color (one of 12, 20)
 - set color (one of 20, color)
 - set shade (random 50, 60)
 - end fill
 - eyes
- Column 3:**
 - eyes
 - pen up
 - forward (box1 X 3.1)
 - right (90)
 - forward (box1 / 2)
 - pen down
 - set pensize (8)
 - set color (-9999)
 - forward (0)
 - pen up
 - forward (box1 / 2)
 - pen down
 - forward (0)
 - pen up
 - set pensize (4)
 - back (box1)
 - left (90)
 - back (box1 X 3.1)
 - pen down
 - frame
 - forward (box1 X 3)
 - angle (180)
 - arc (radius: box1)
 - forward (box1 X 3)
 - right (90)
 - forward (box1 X 2)
 - right (90)



Curls

27

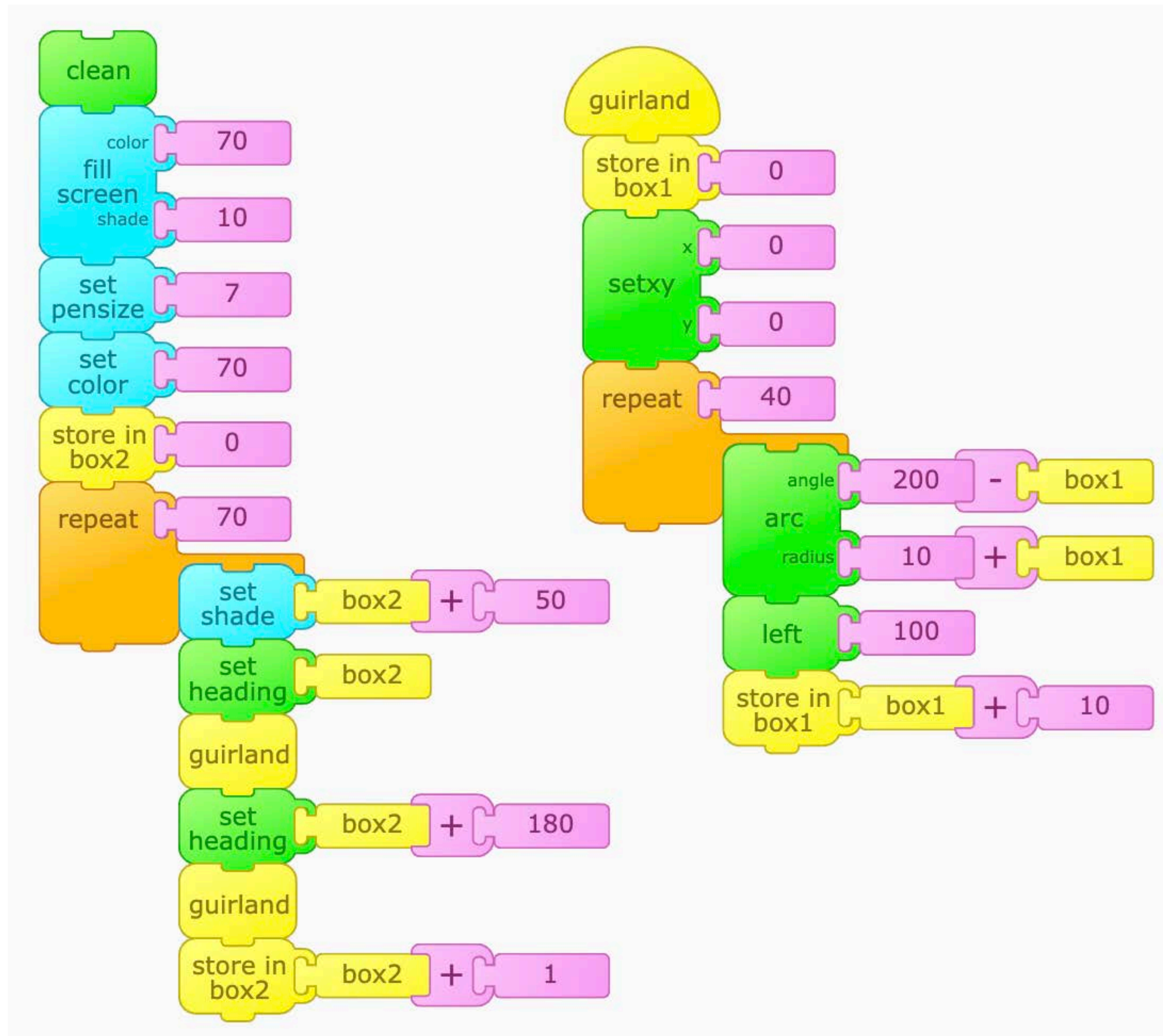
Click the set of blocks with `clean` on top to start the program.

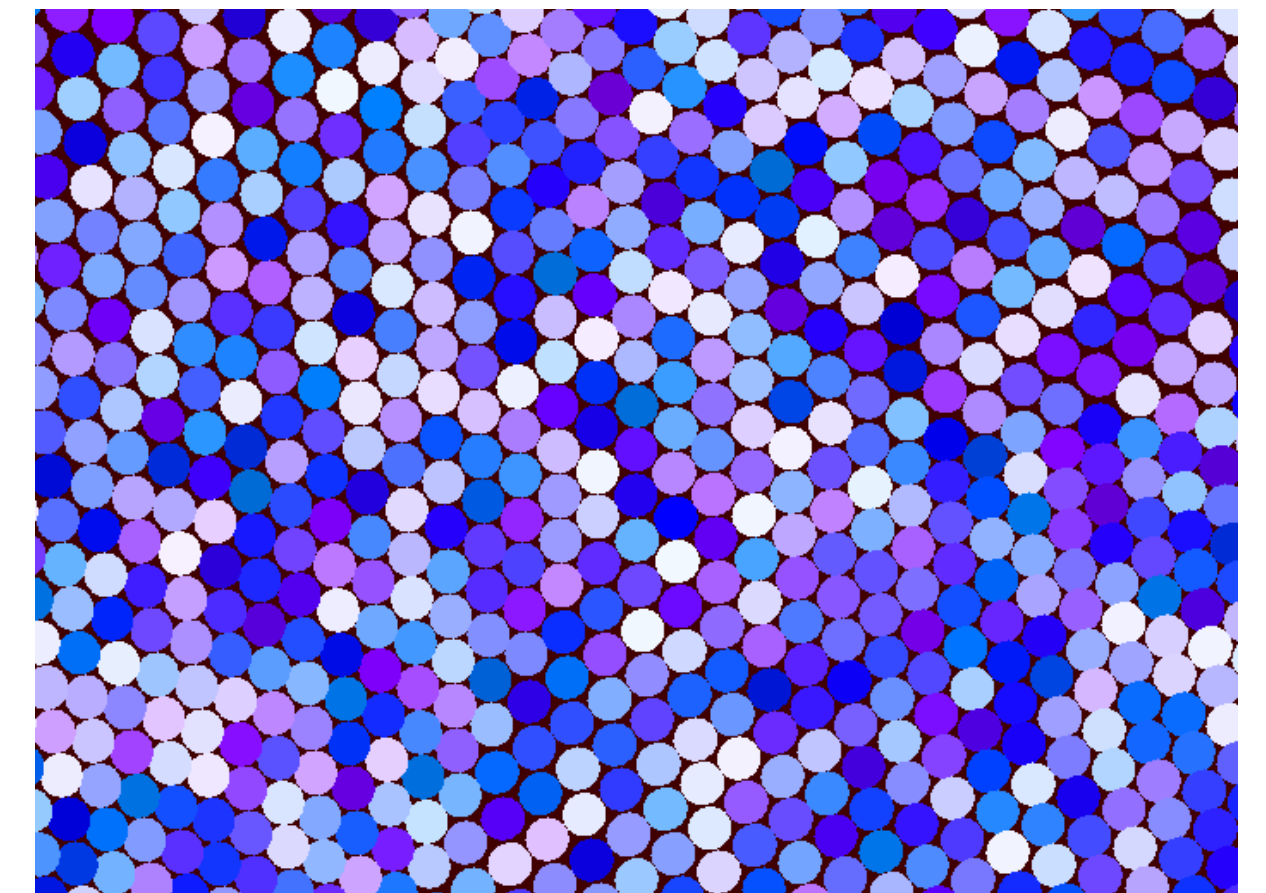


Daimons

28

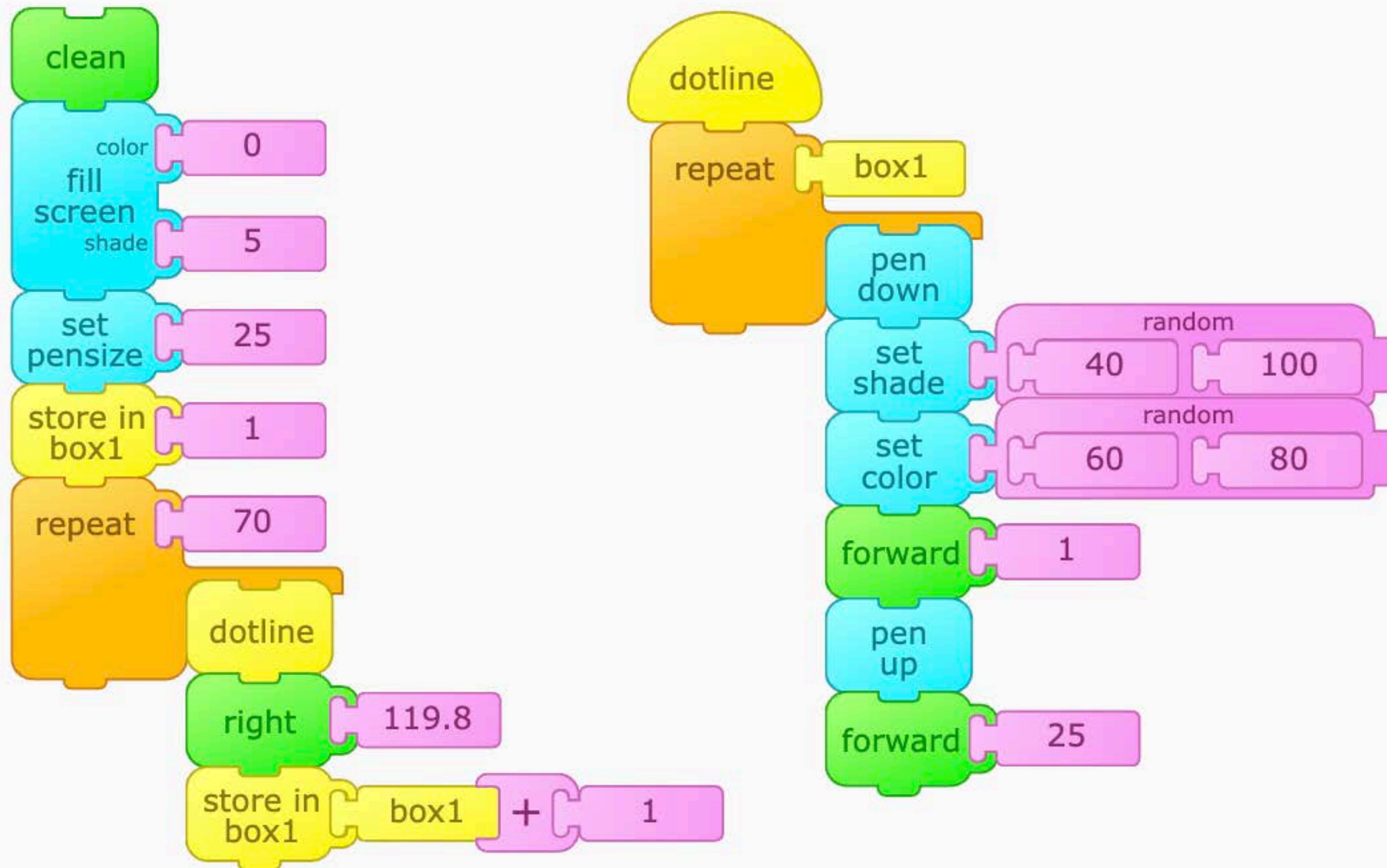
Click the set of blocks with `clean` on top to start the program.



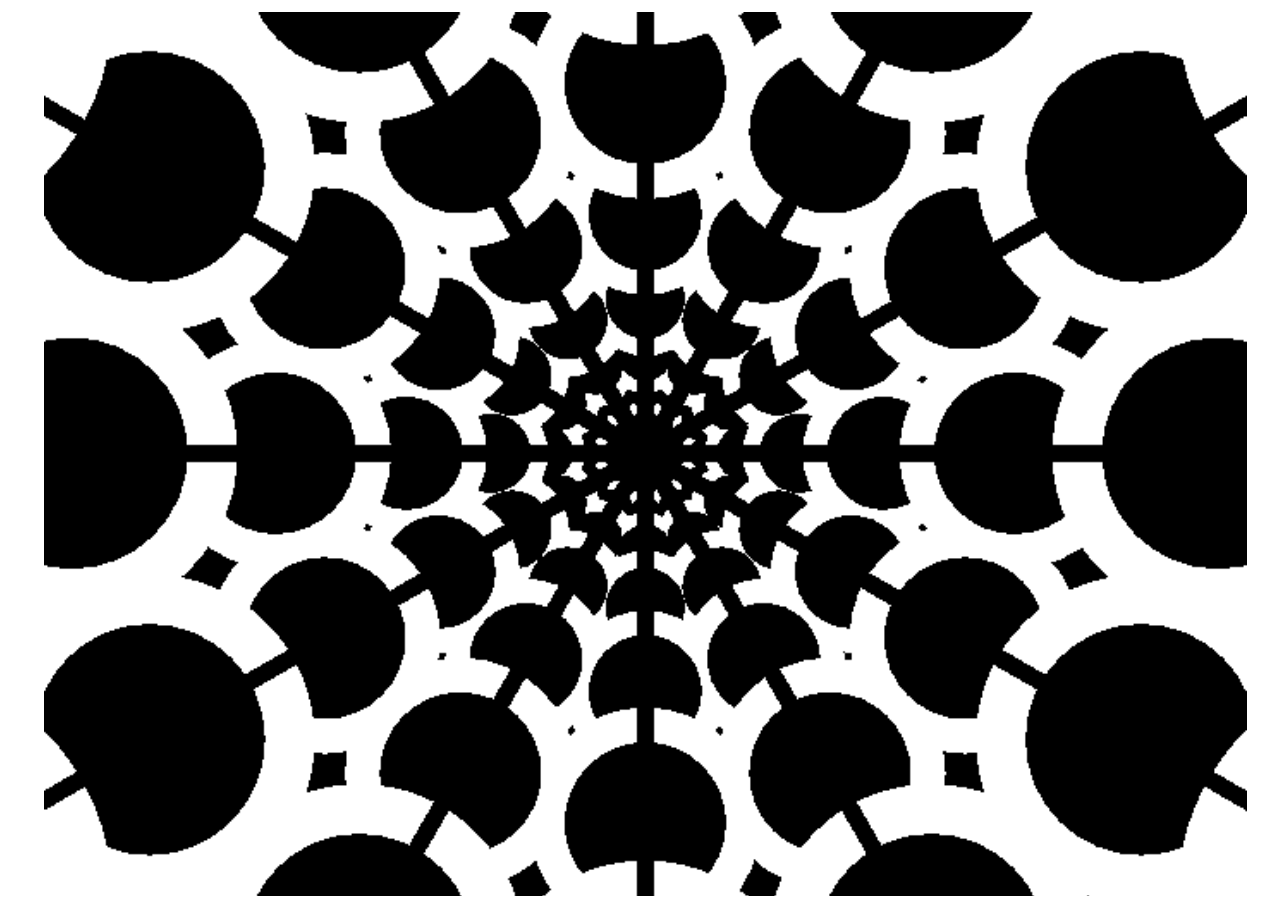


Dalton

29



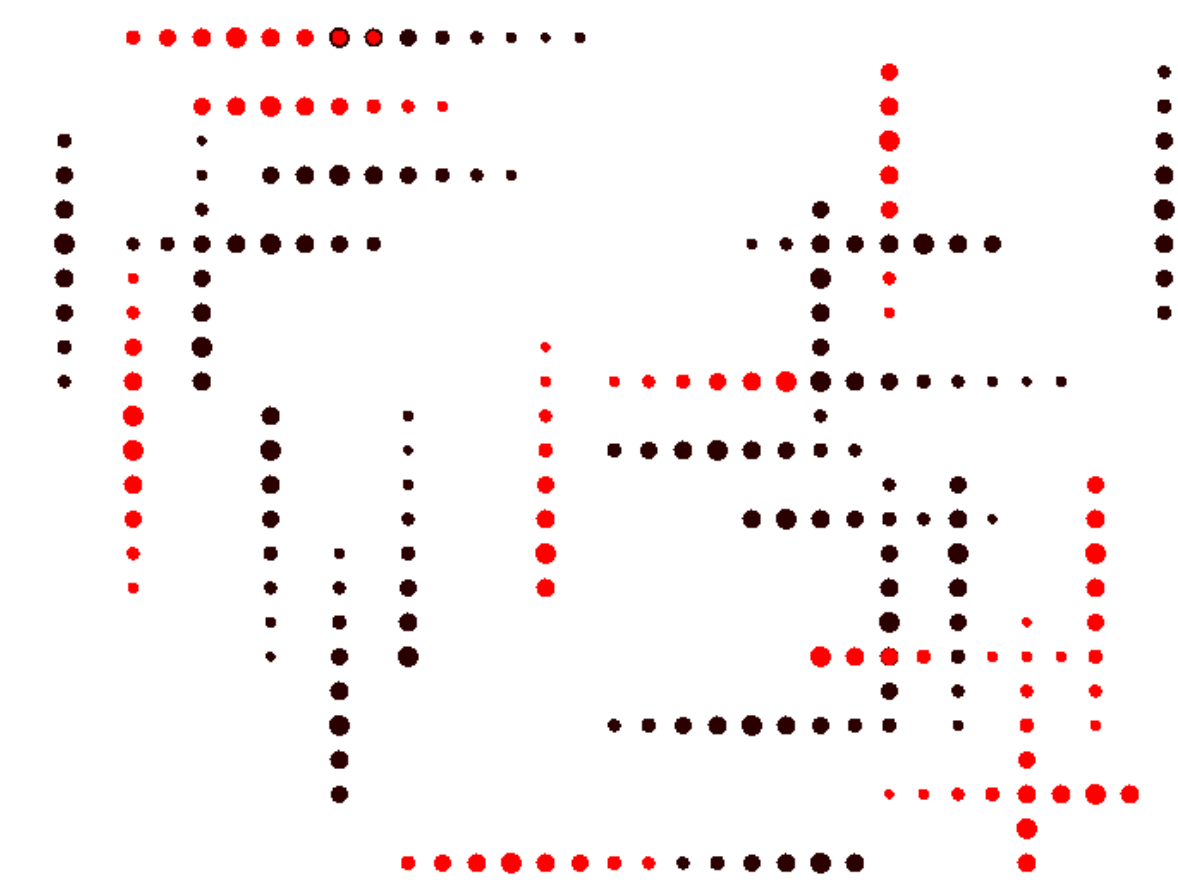
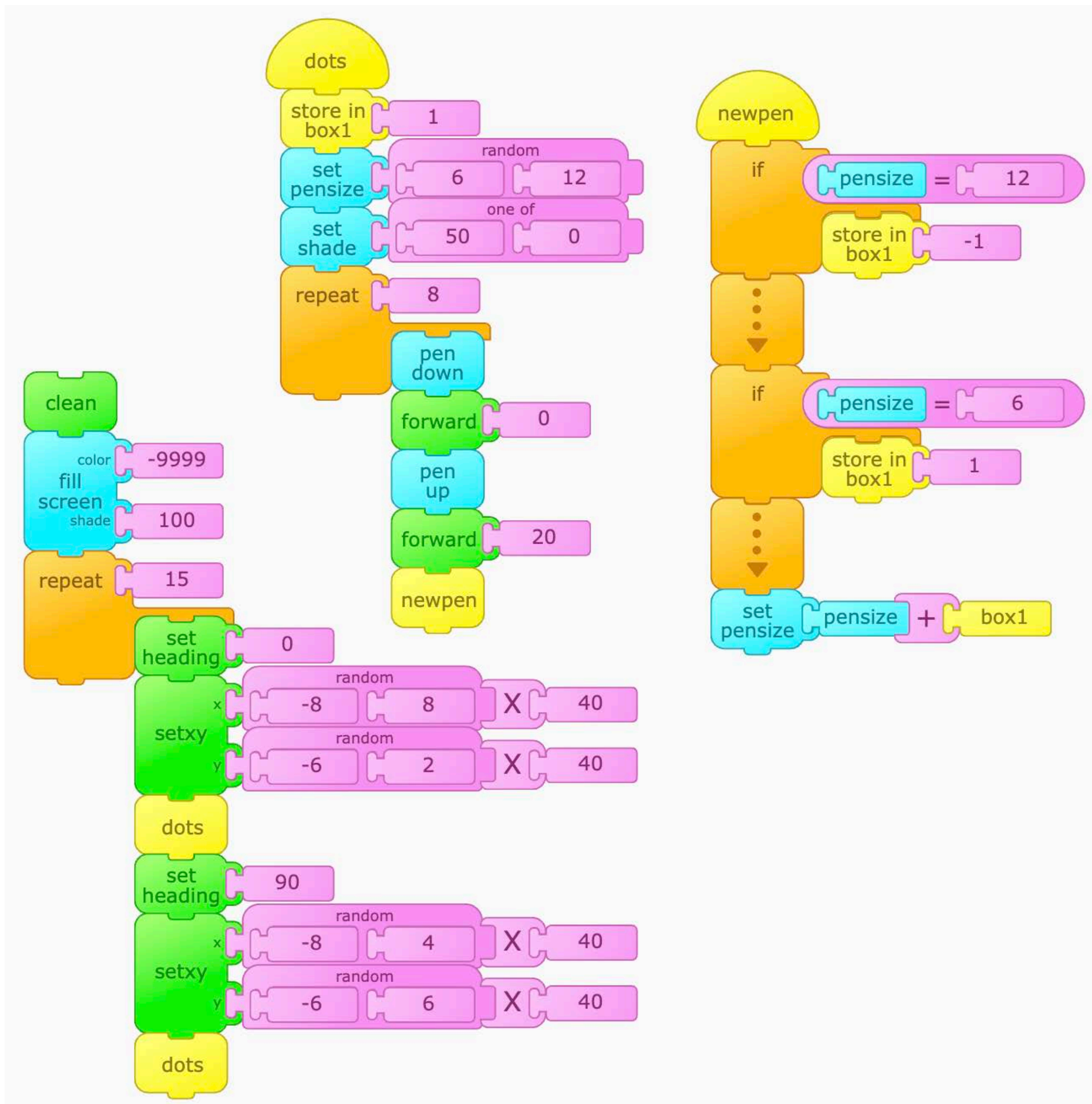
Click the set of blocks with `clean` on top to start the program.



Dolly

30

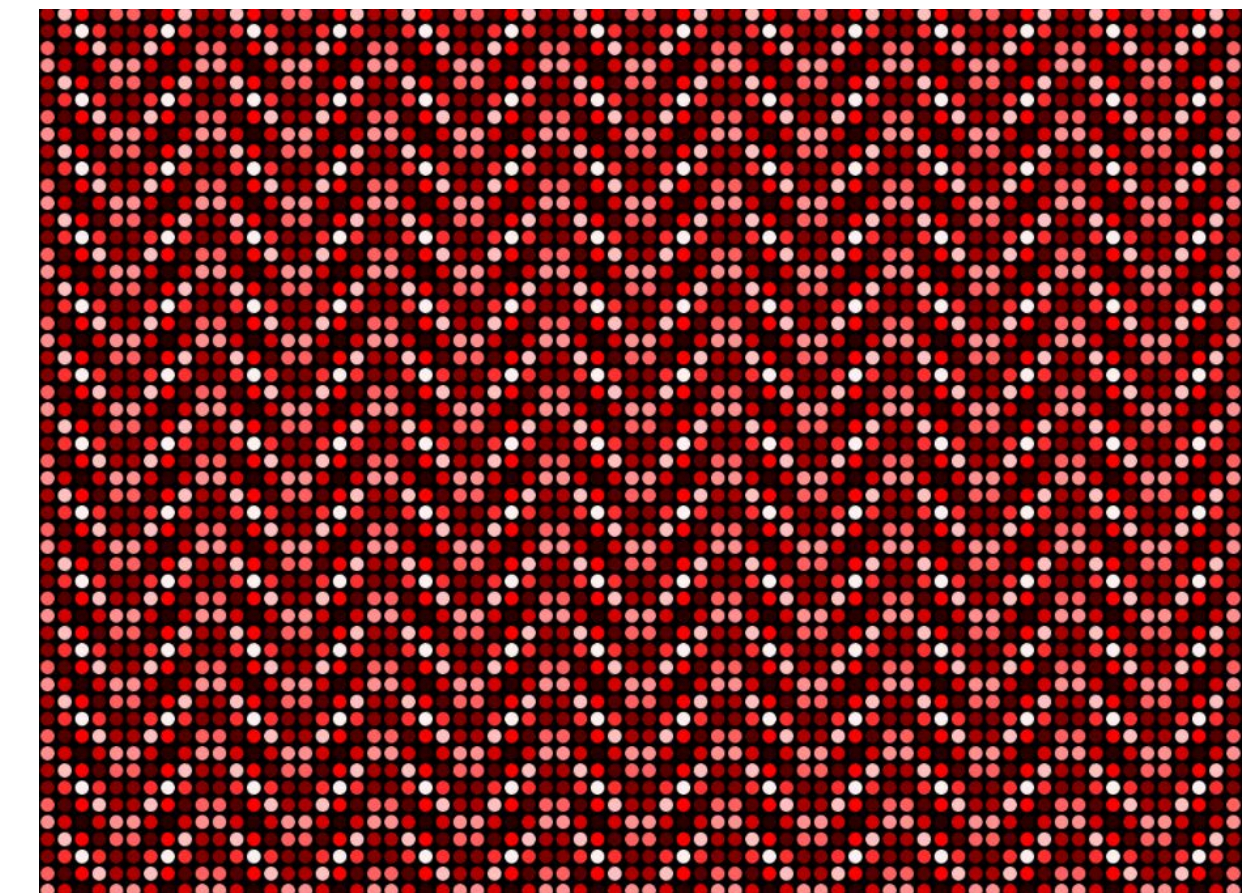
Click the set of blocks with `clean` on top to start the program.



Dot Lines

31

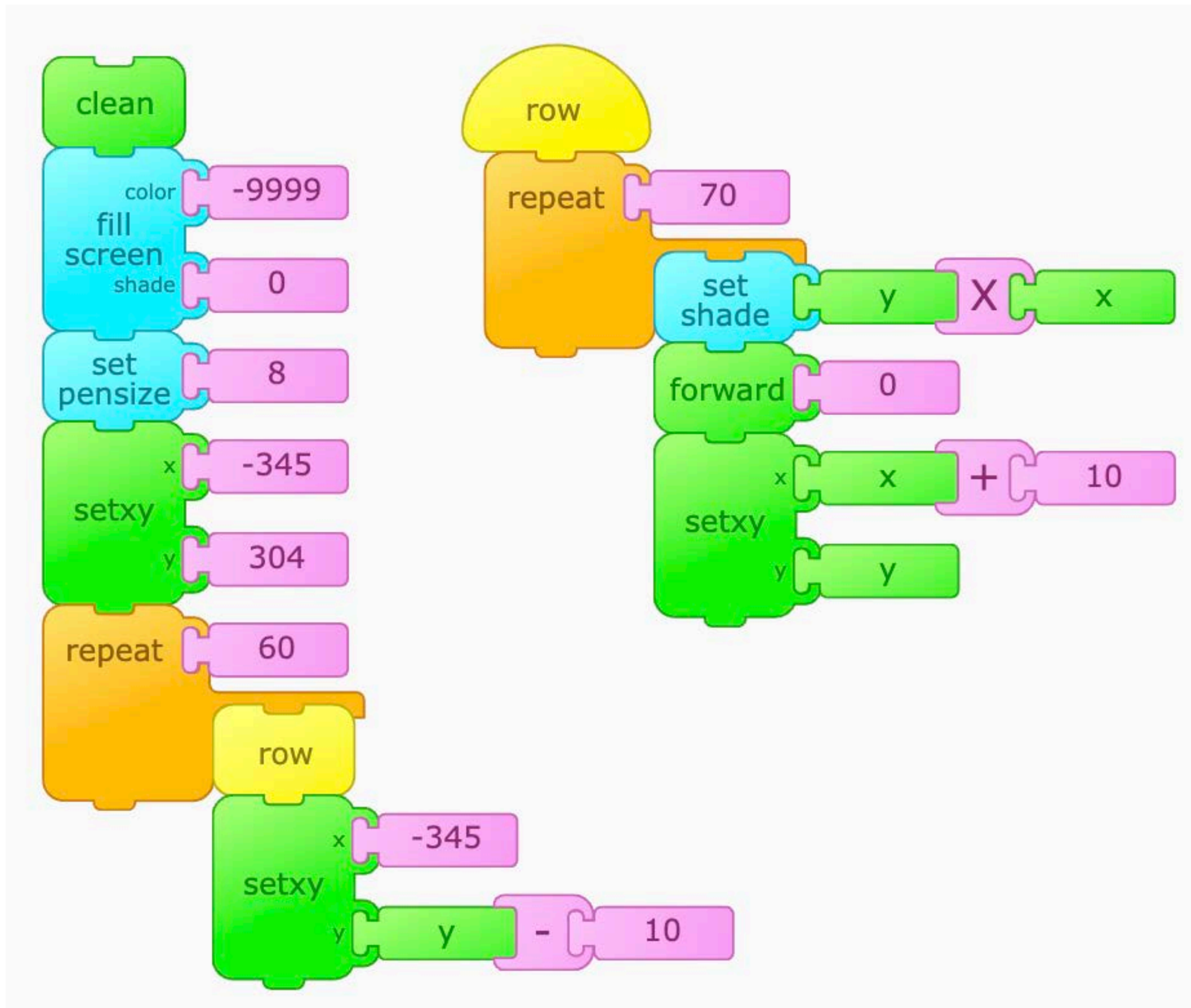
Click the set of blocks with `clean` on top to start the program.

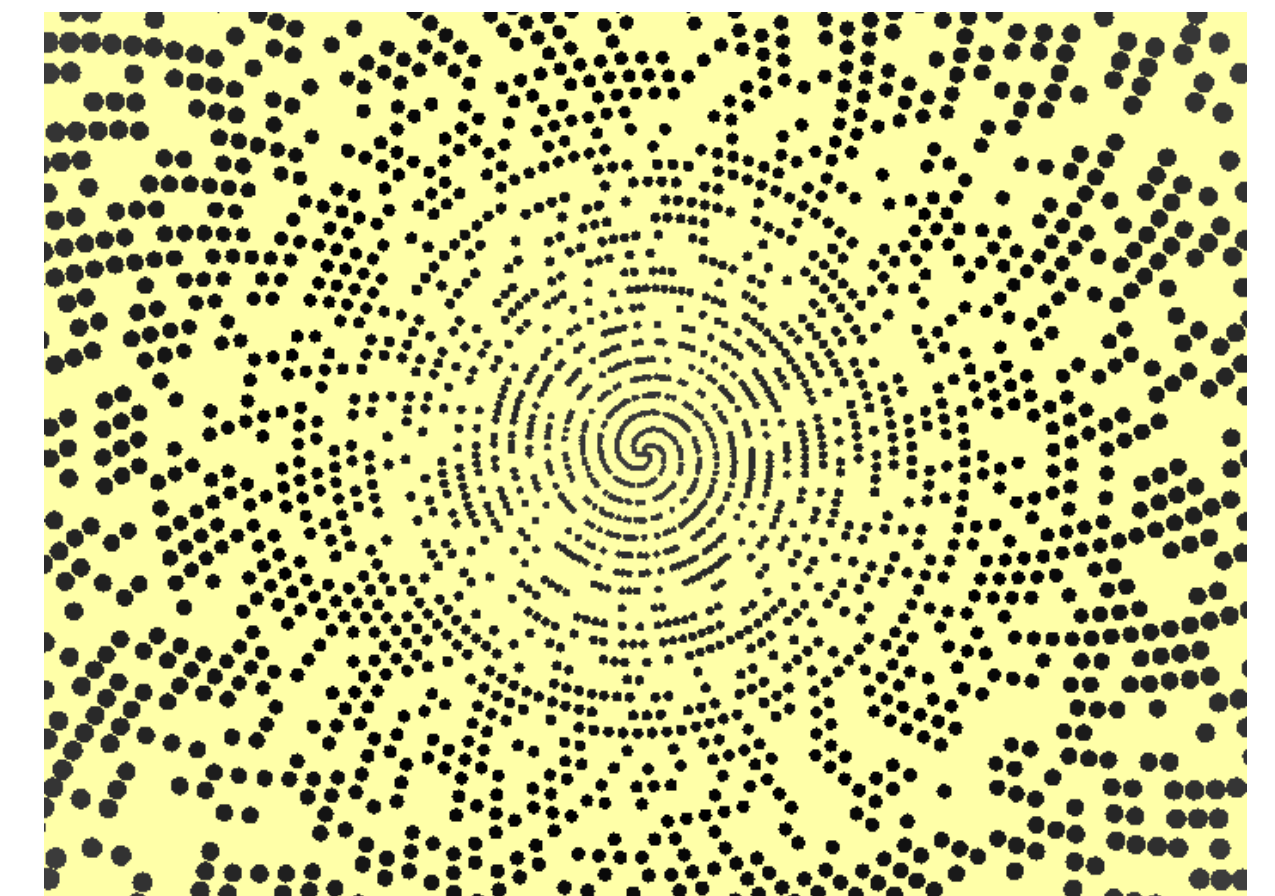
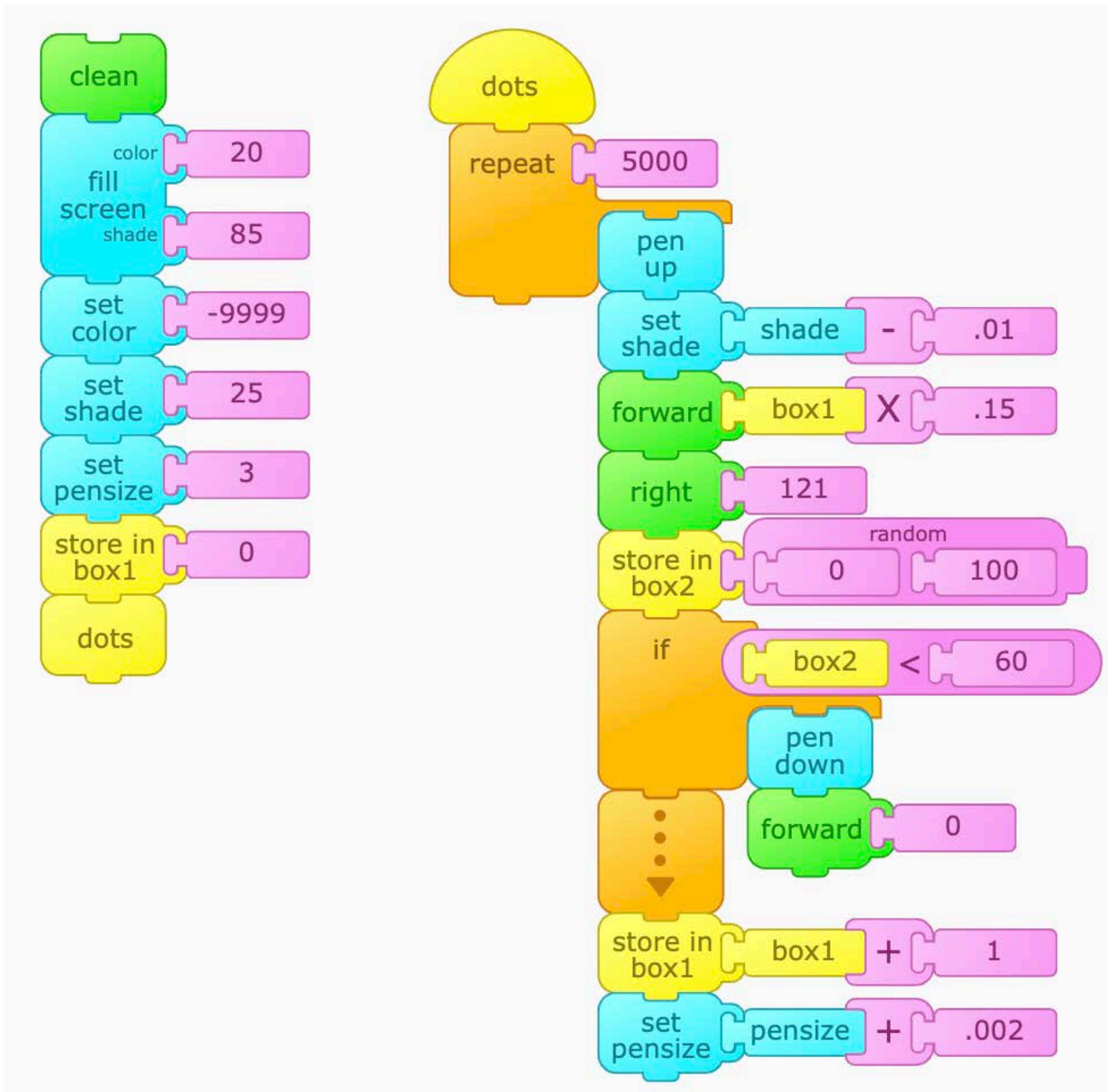


Dots

32

Click the set of blocks with clean on top to start the program.

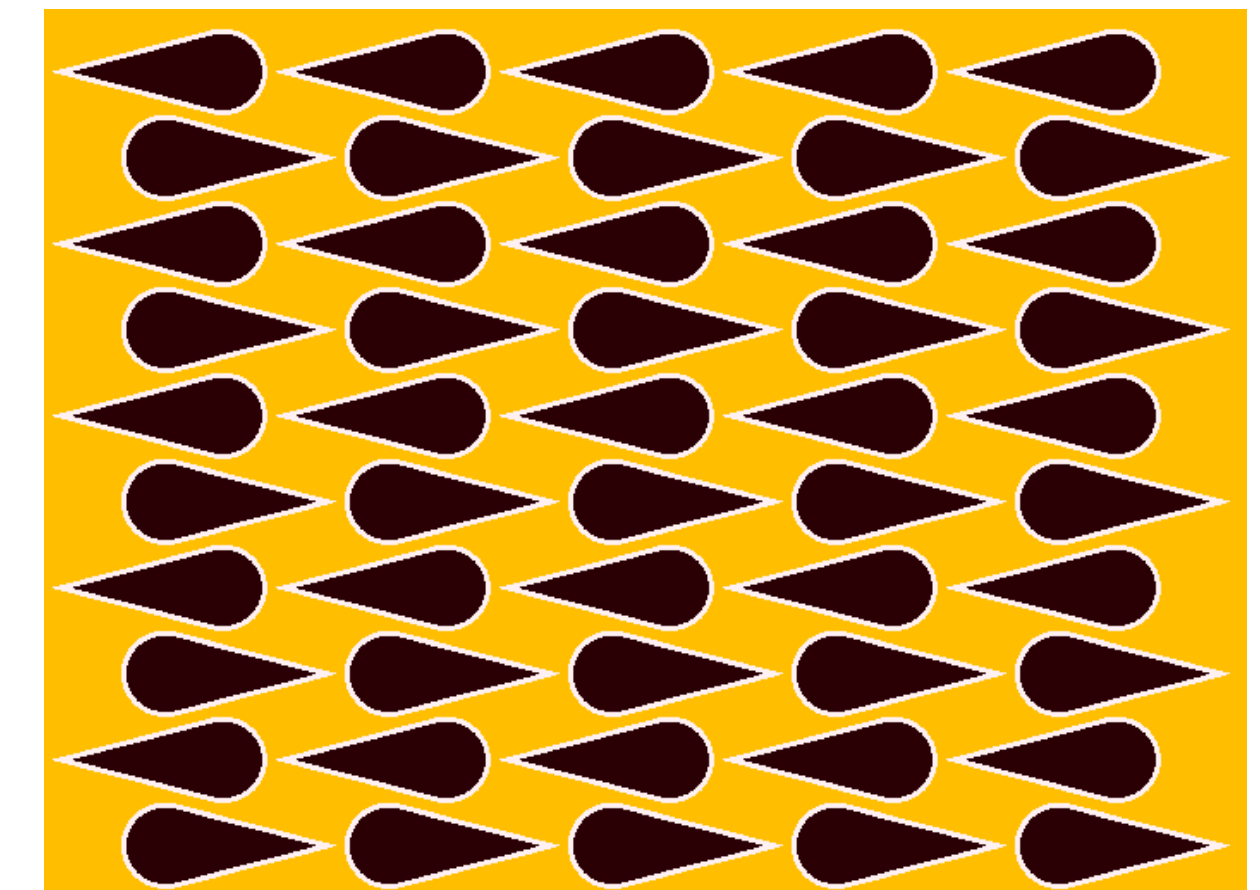
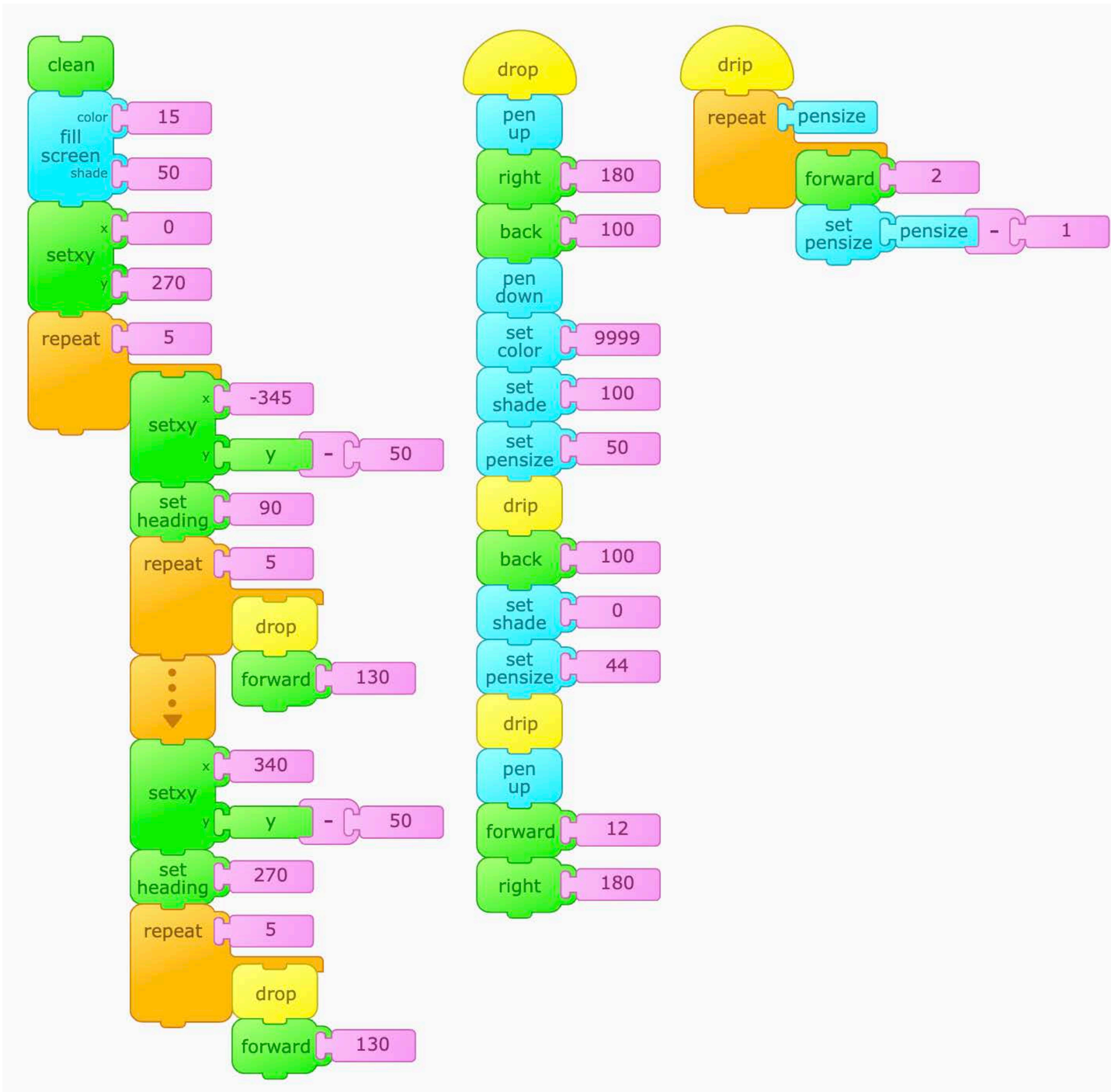




Dot Spiral

33

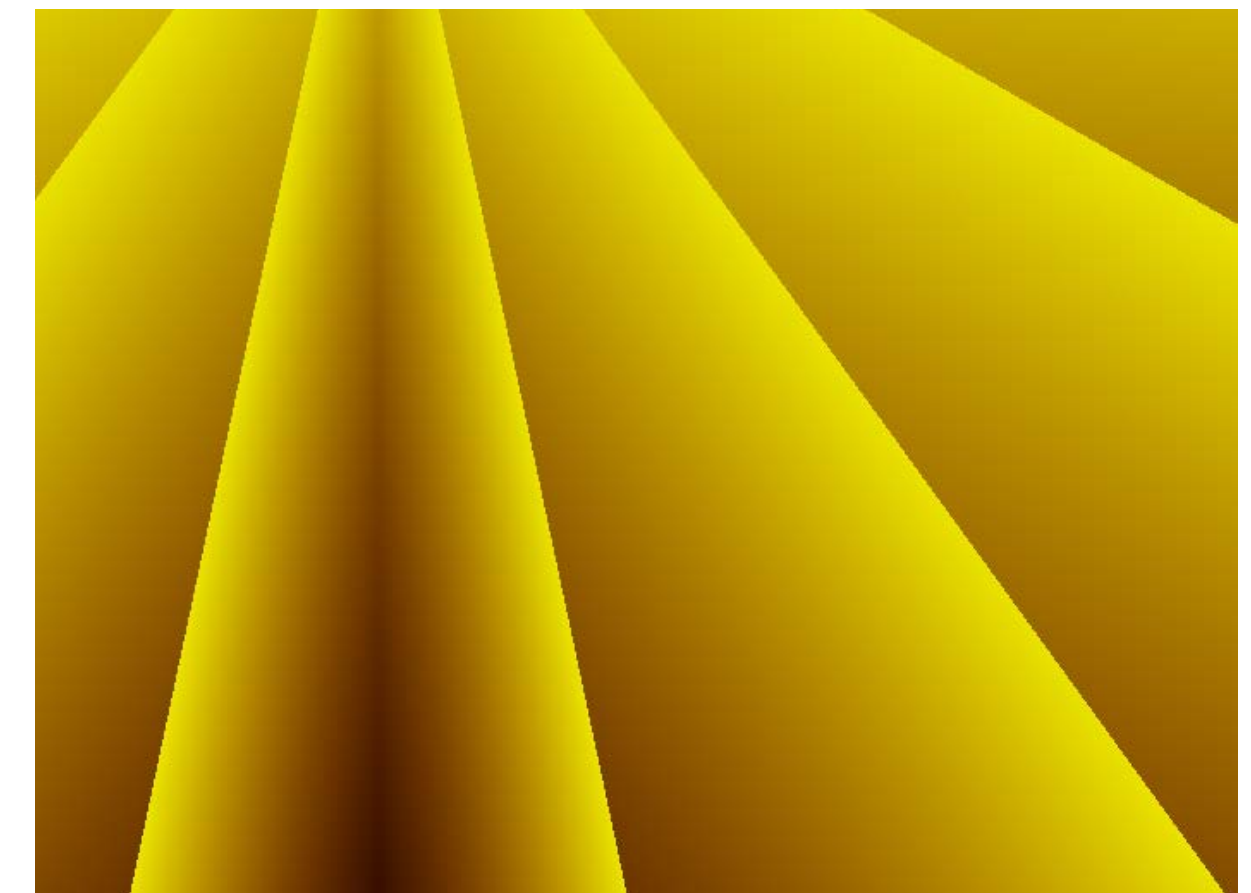
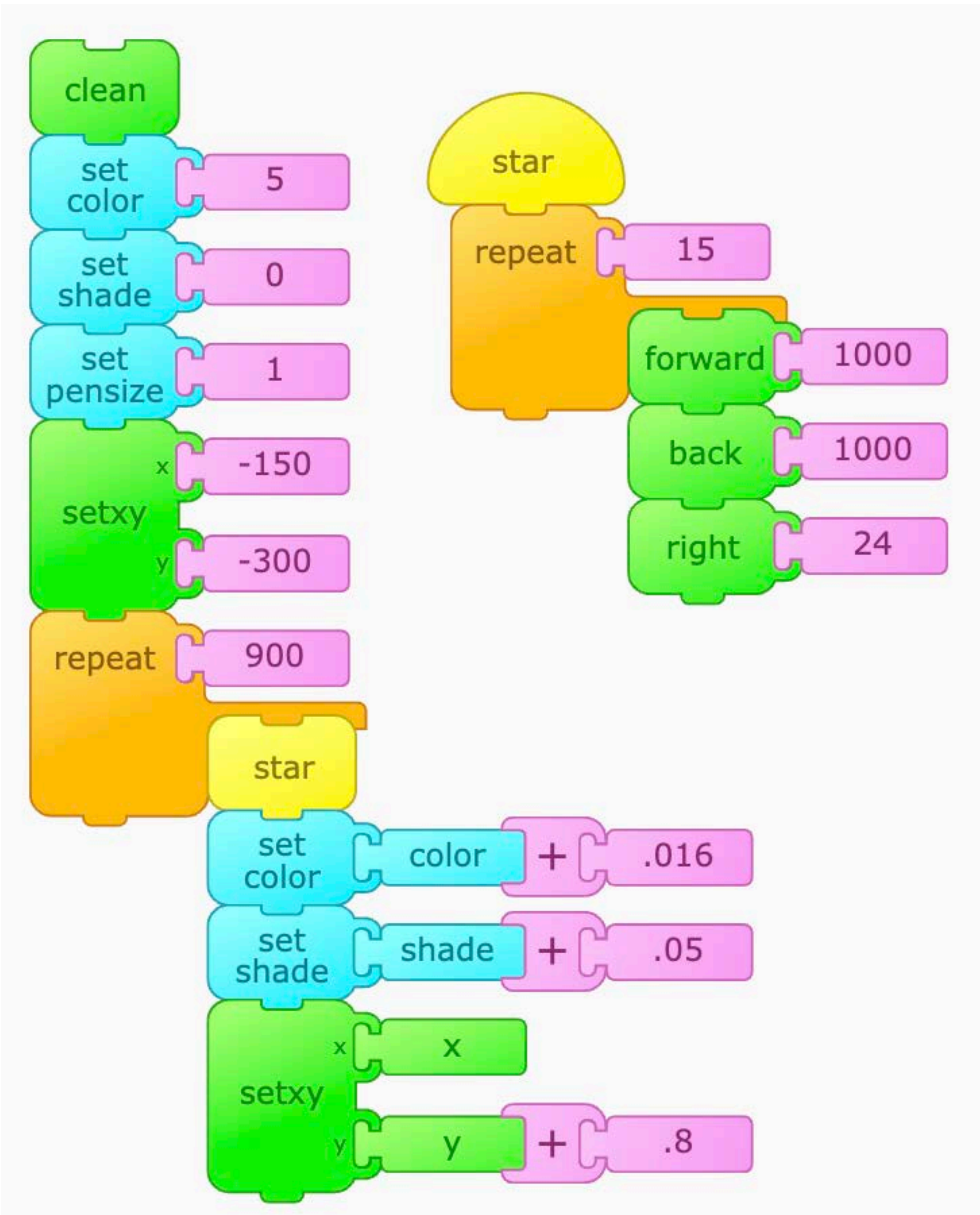
Click the set of blocks with `clean` on top to start the program.



Ducks

34

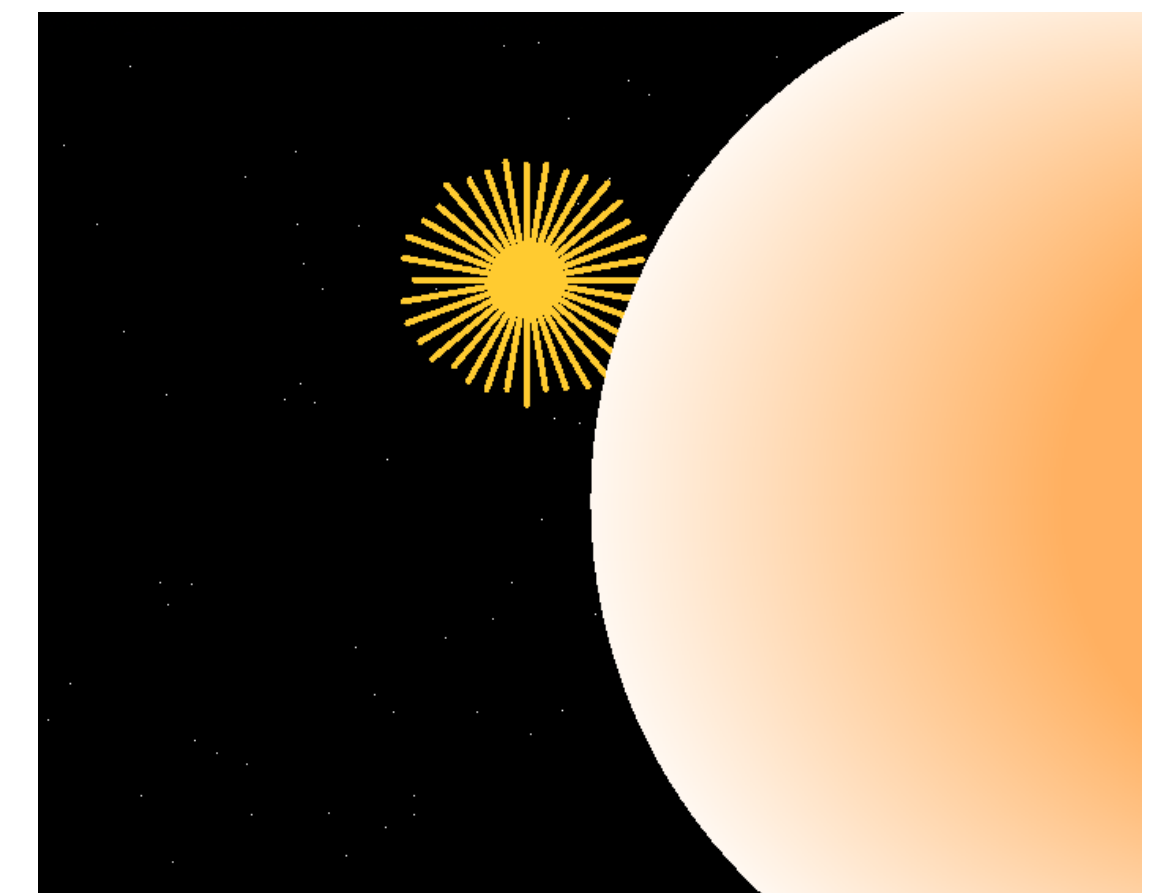
Click the set of blocks with `clean` on top to start the program.



Dunes

35

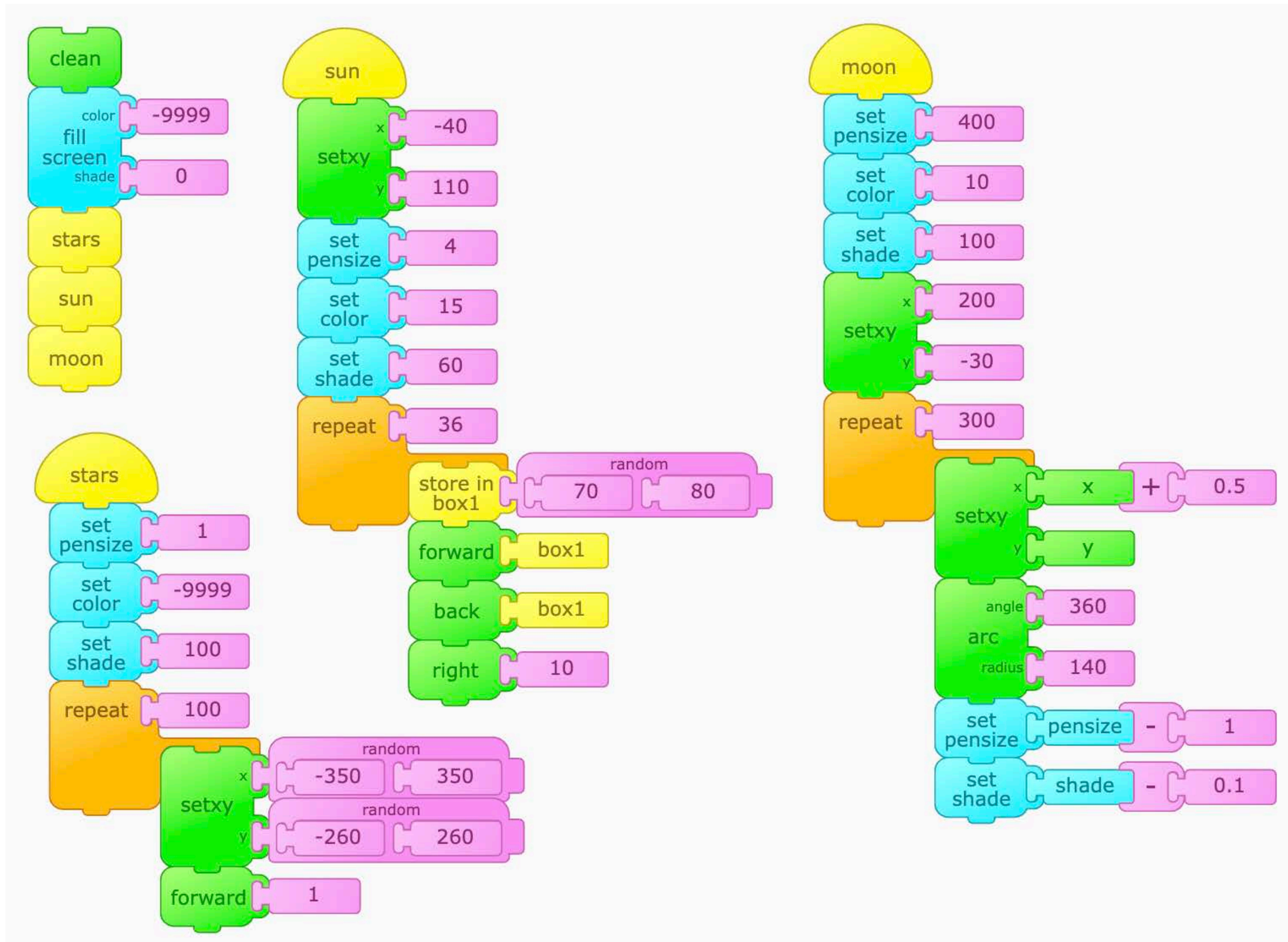
Click the set of blocks with `clean` on top to start the program.

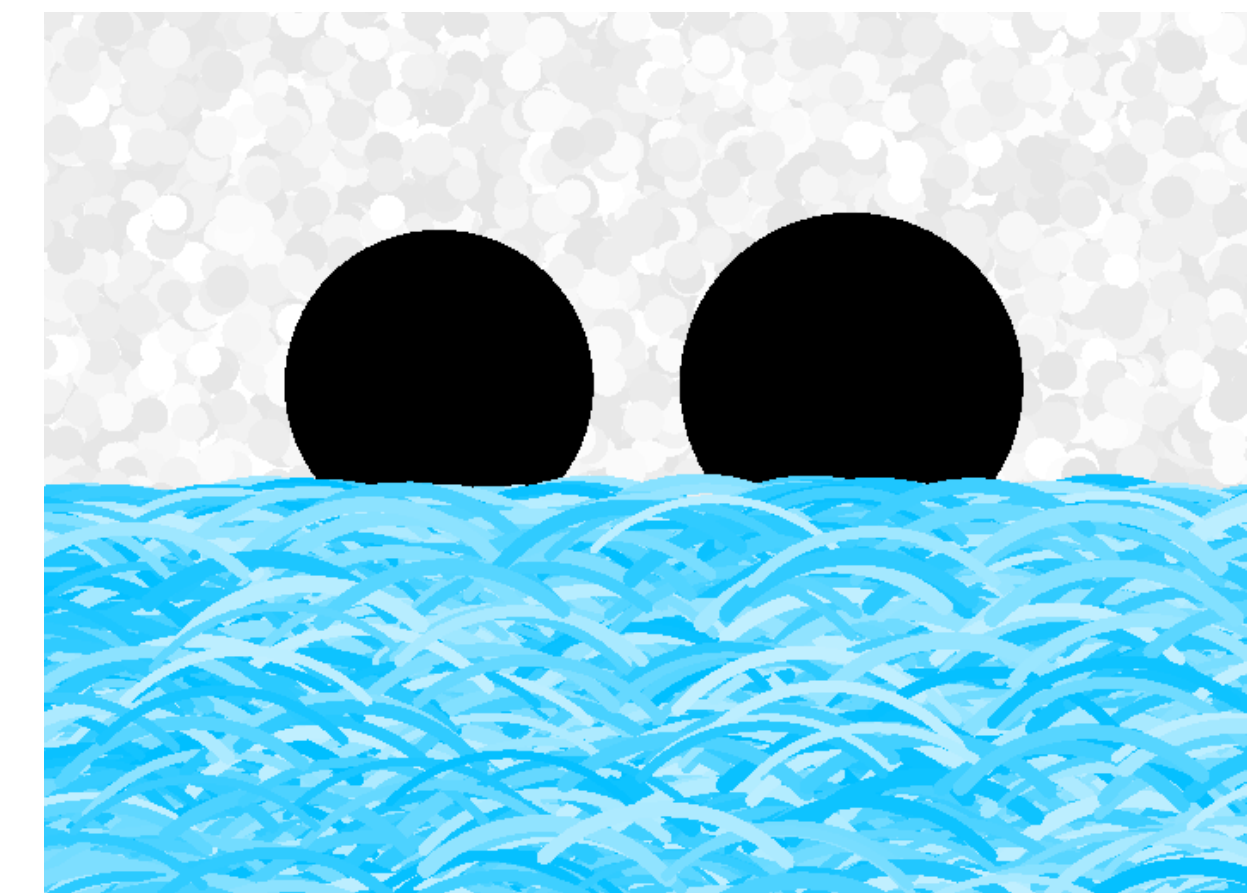
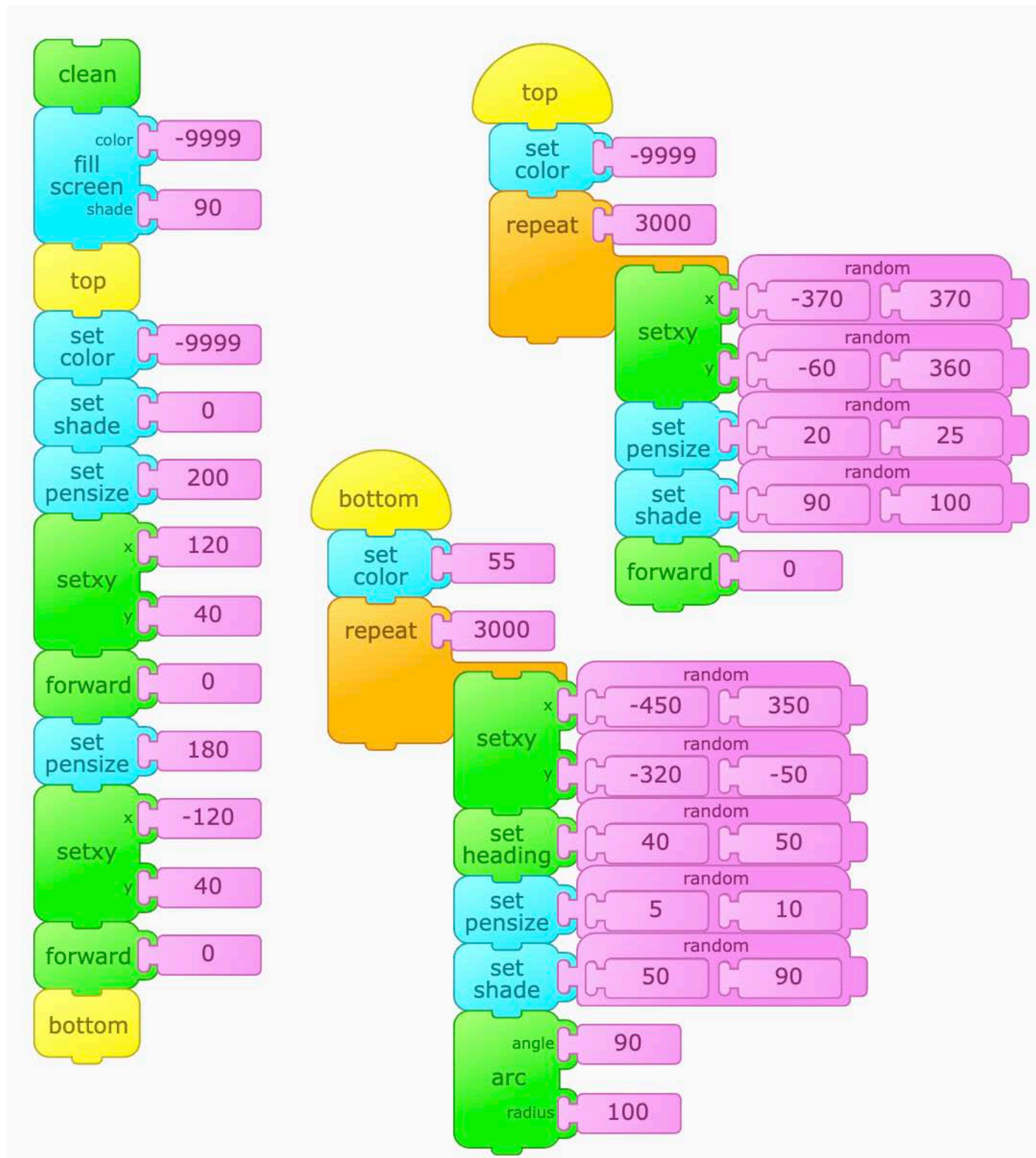


Eclipse

36

Click the set of blocks with `clean` on top to start the program.

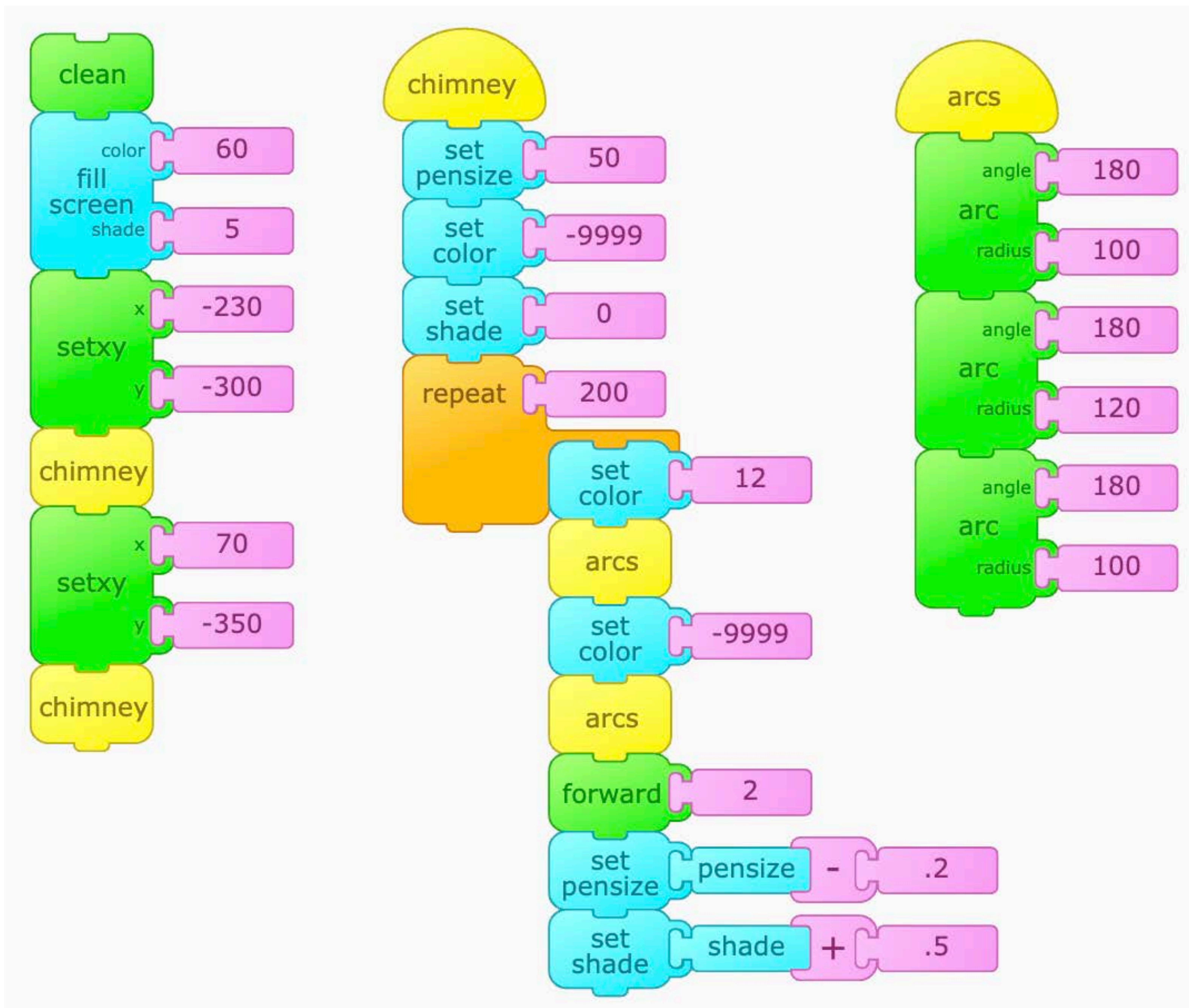




Eight 'o' Clock

37

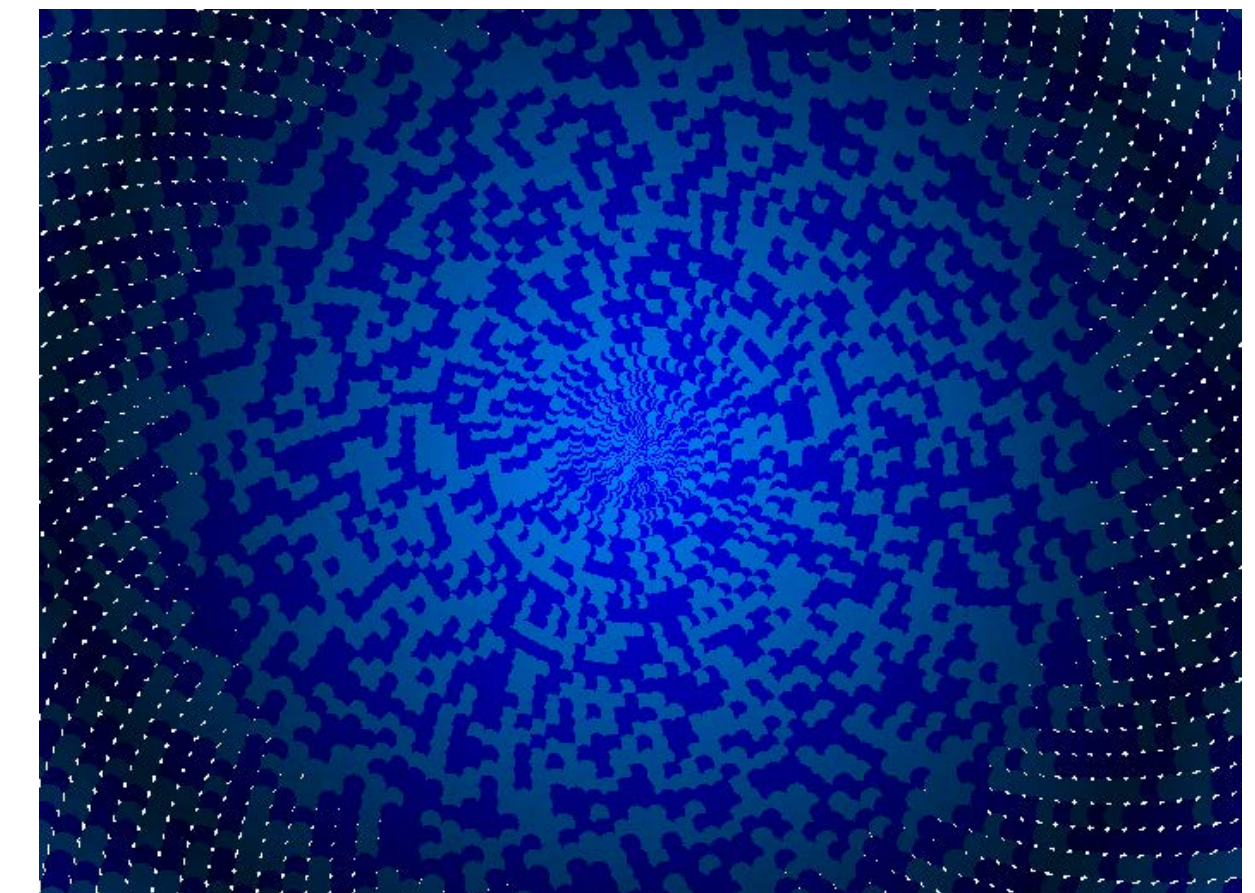
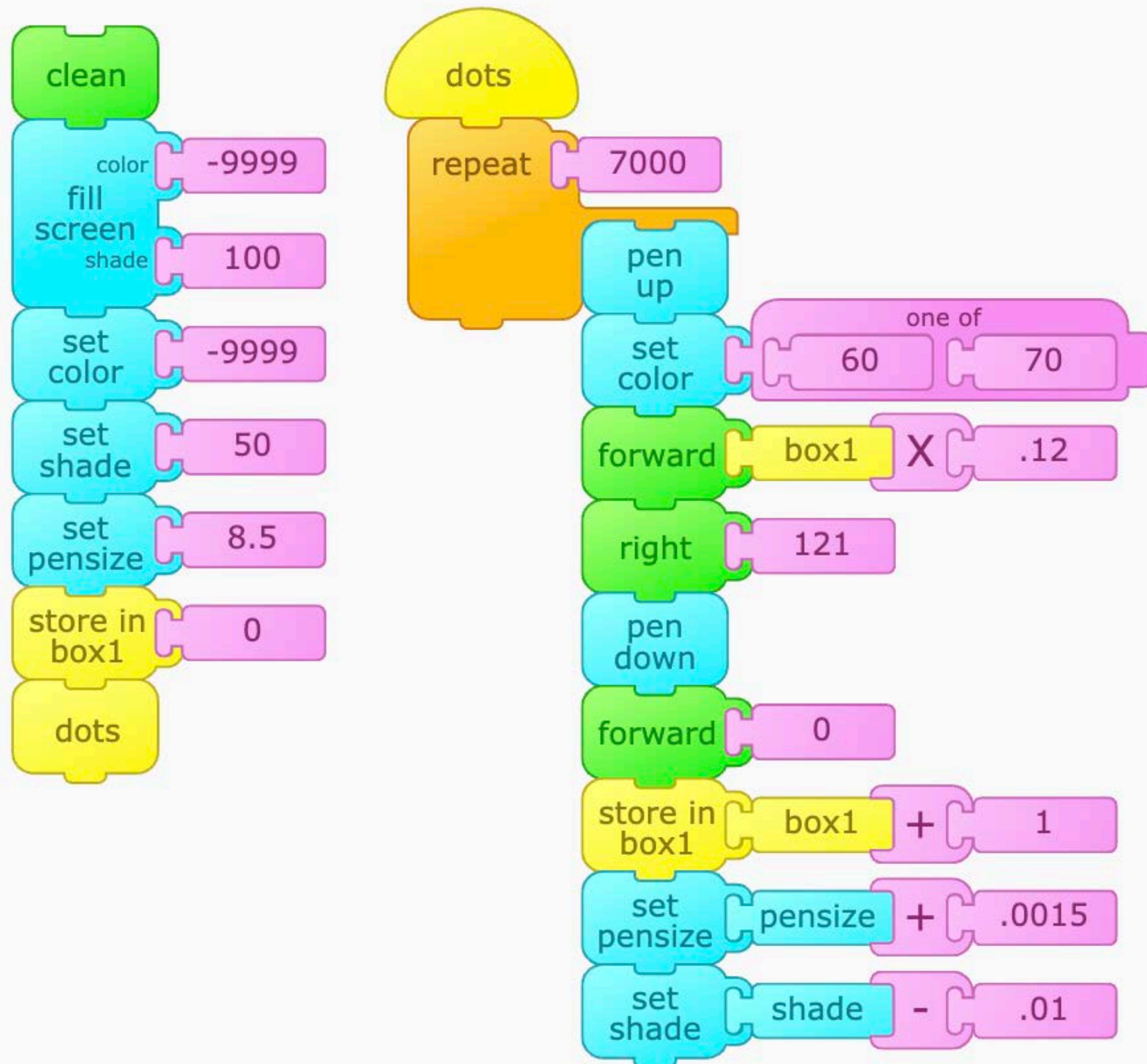
Click the set of blocks with `clean` on top to start the program.



Embers

38

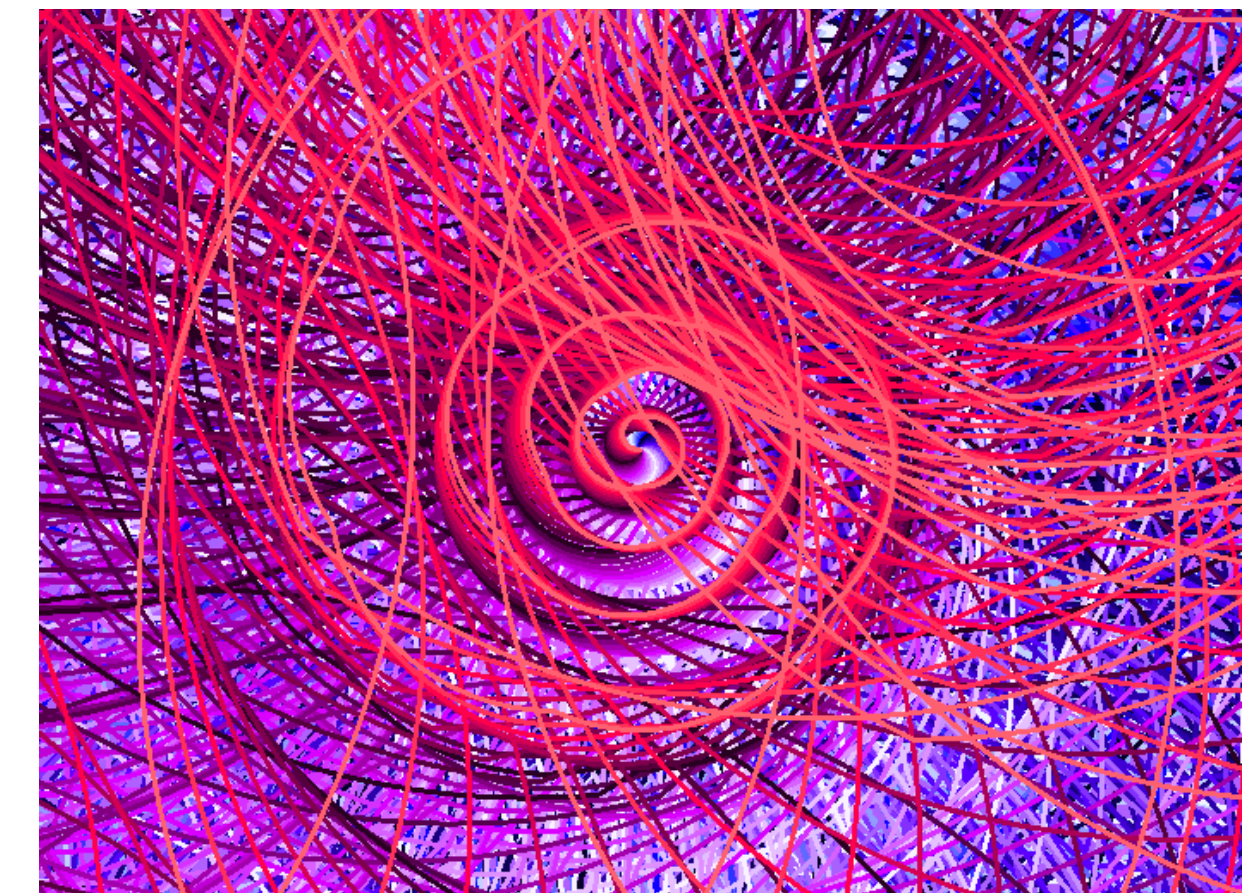
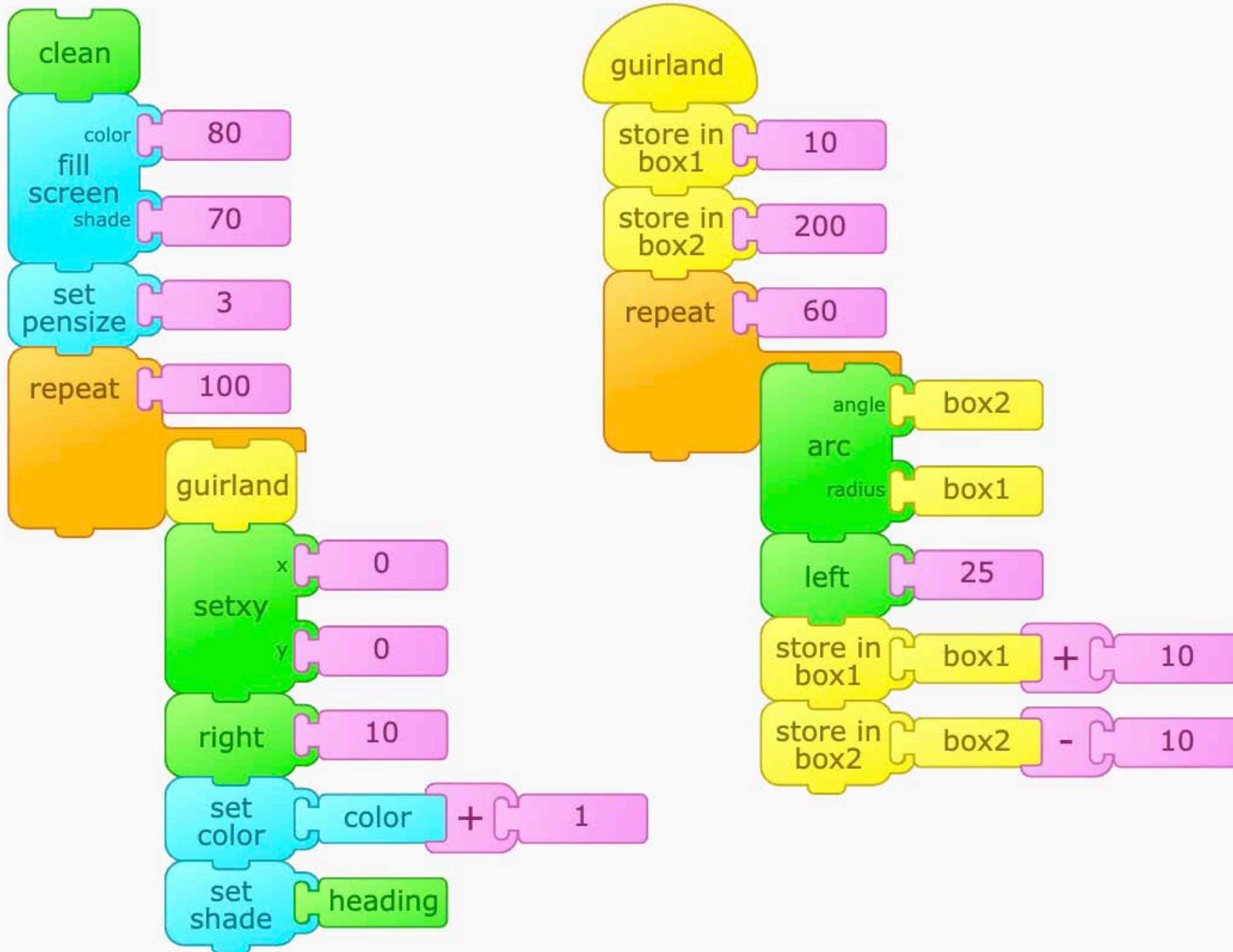
Click the set of blocks with `clean` on top to start the program.



Emerging

39

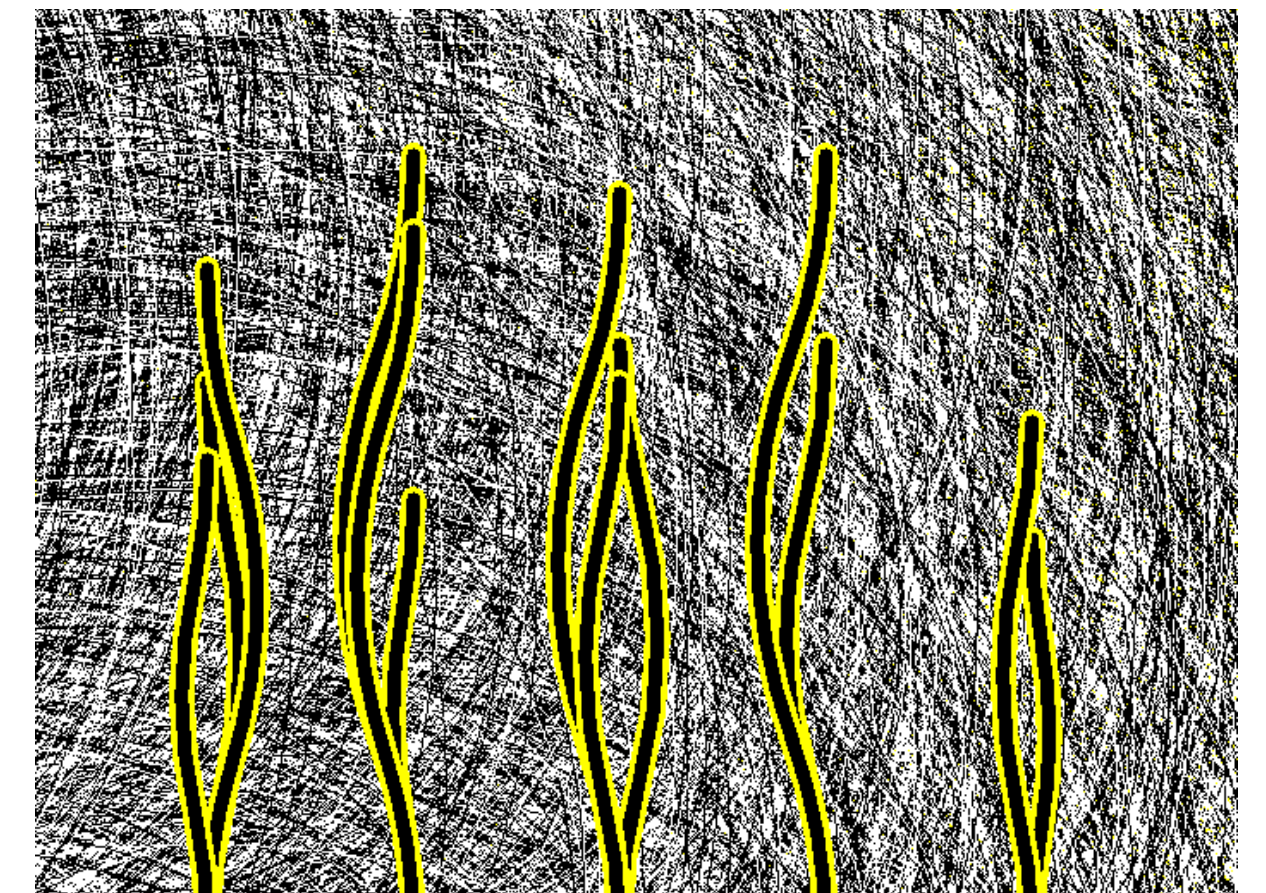
Click the set of blocks with `clean` on top to start the program.



Entangled

40

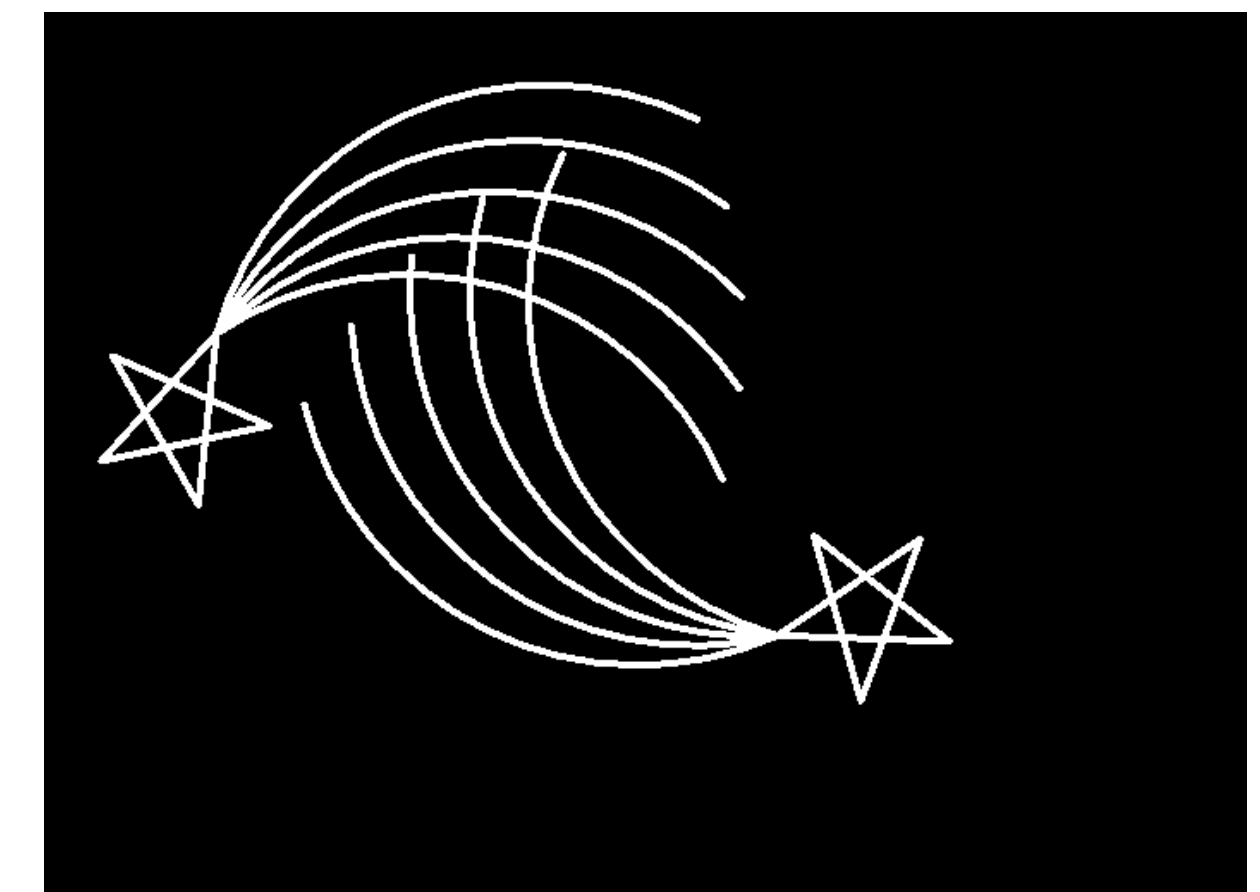
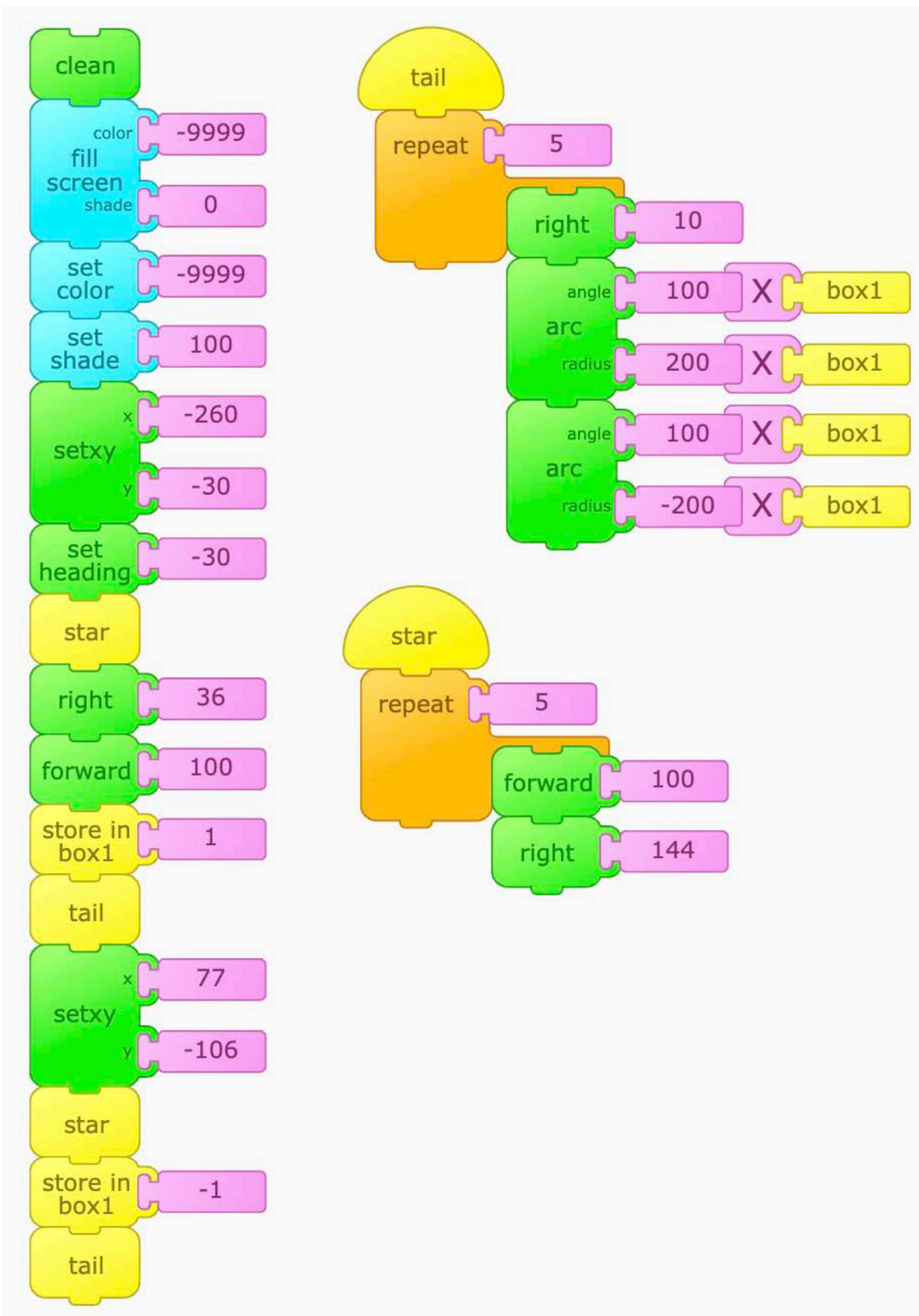
Click the set of blocks with clean on top to start the program.



Etching

41

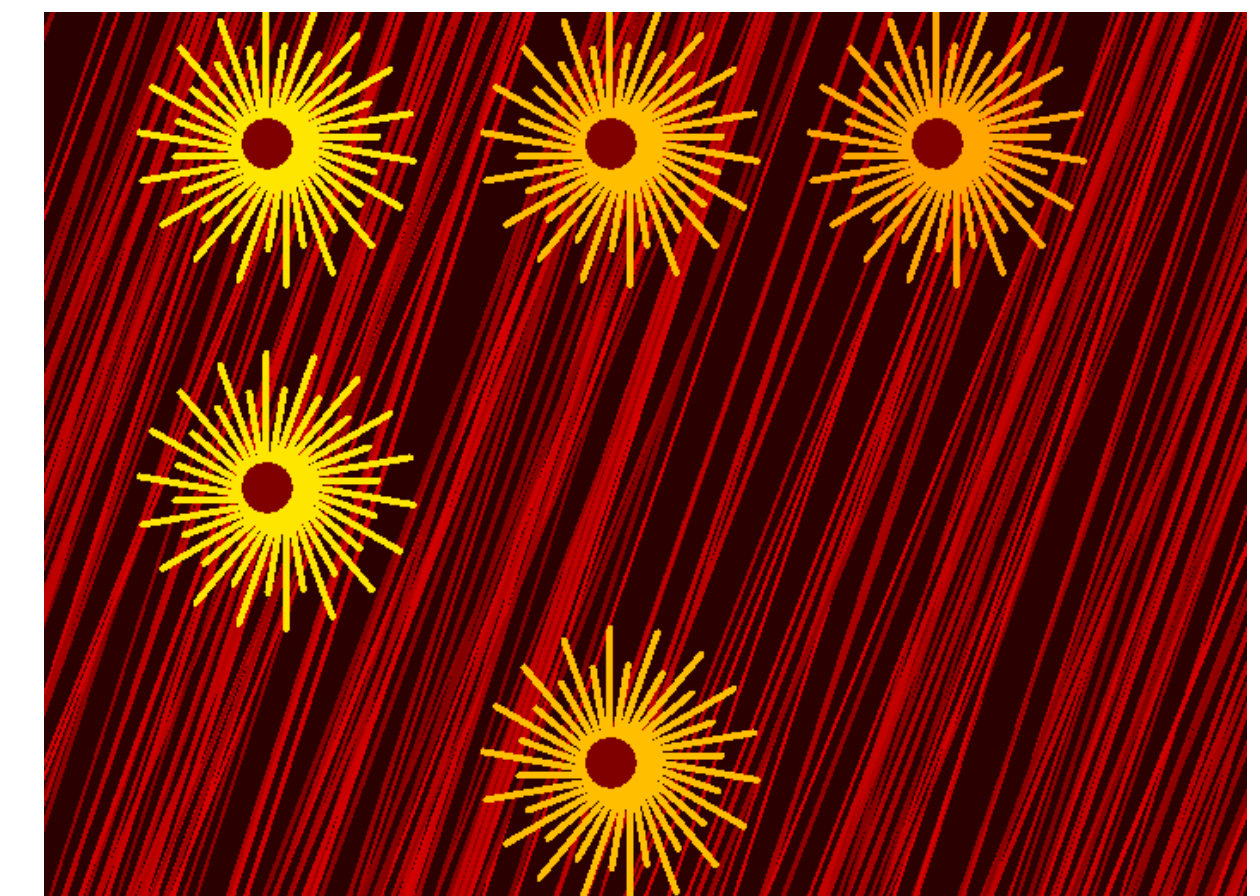
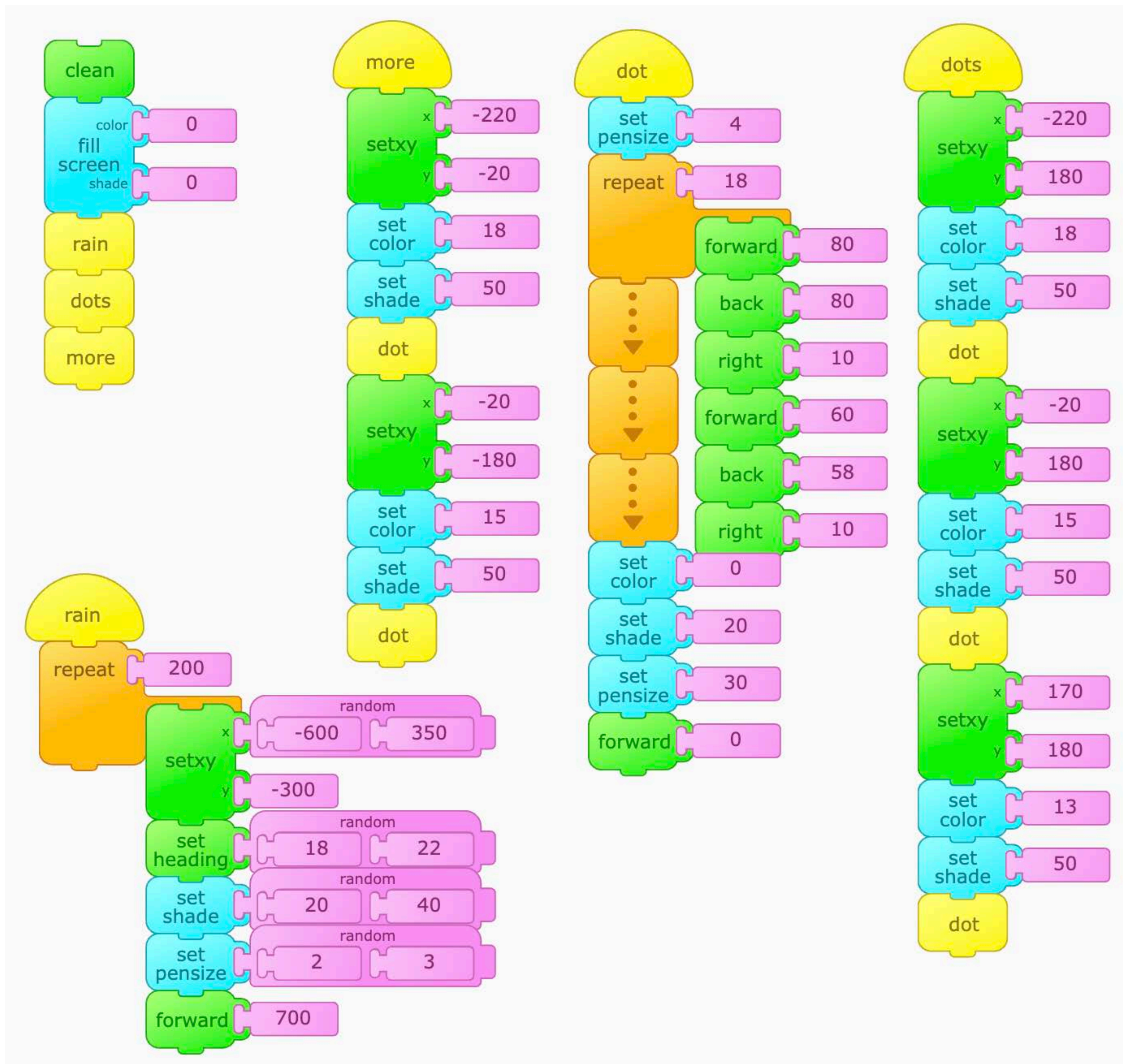
Click the set of blocks with `clean` on top to start the program.



Etoiles Filantes

42

Click the set of blocks with `clean` on top to start the program.



Eye Eye

43

Click the set of blocks with `clean` on top to start the program.

```

clean
fill screen color 20 shade 90
set pensize 2
set color 0
set shade 40
setxy 150 -30
circs
set color 60
set shade 20
setxy -150 30
circs

```

```

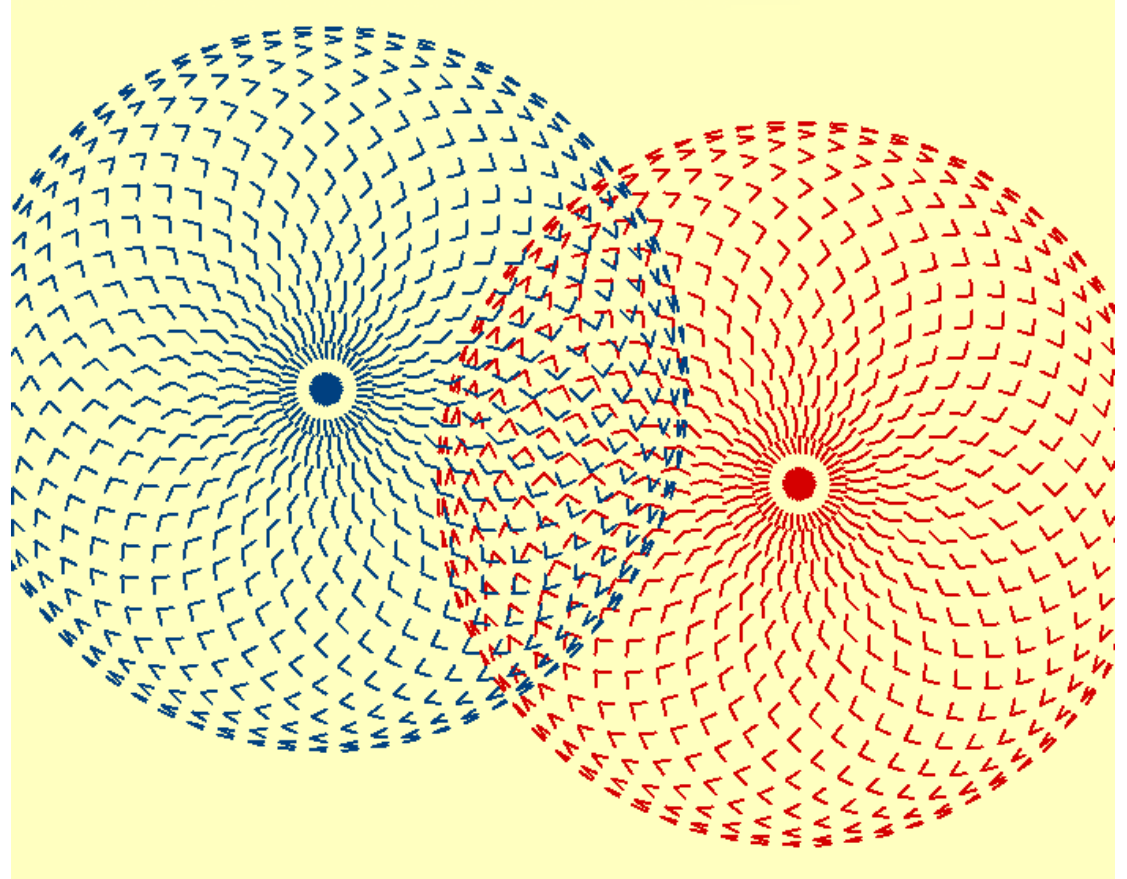
circ
pen up
forward 10
right 5
forward 10
right 5
repeat 35
pen up
forward 10
right 5
pen down
forward 10
right 5

```

```

circs
repeat 36
circ
right 10

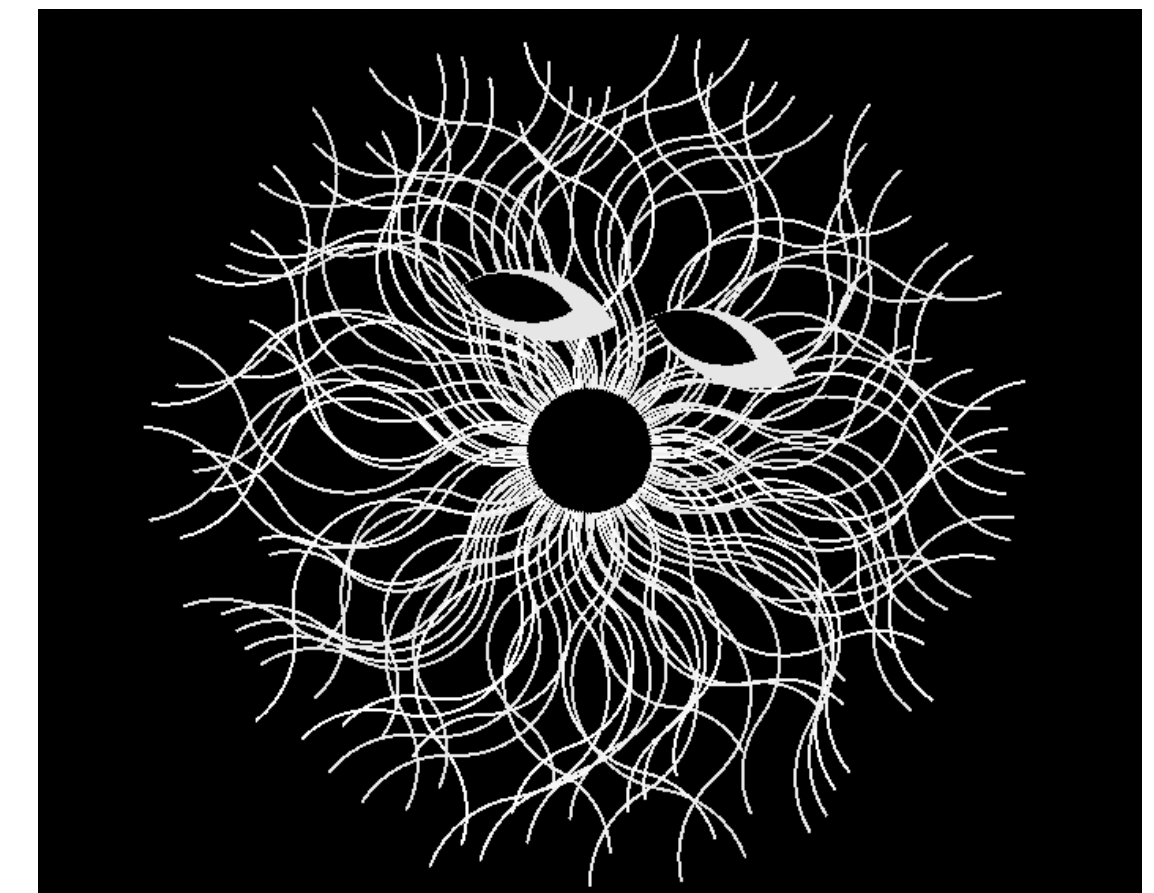
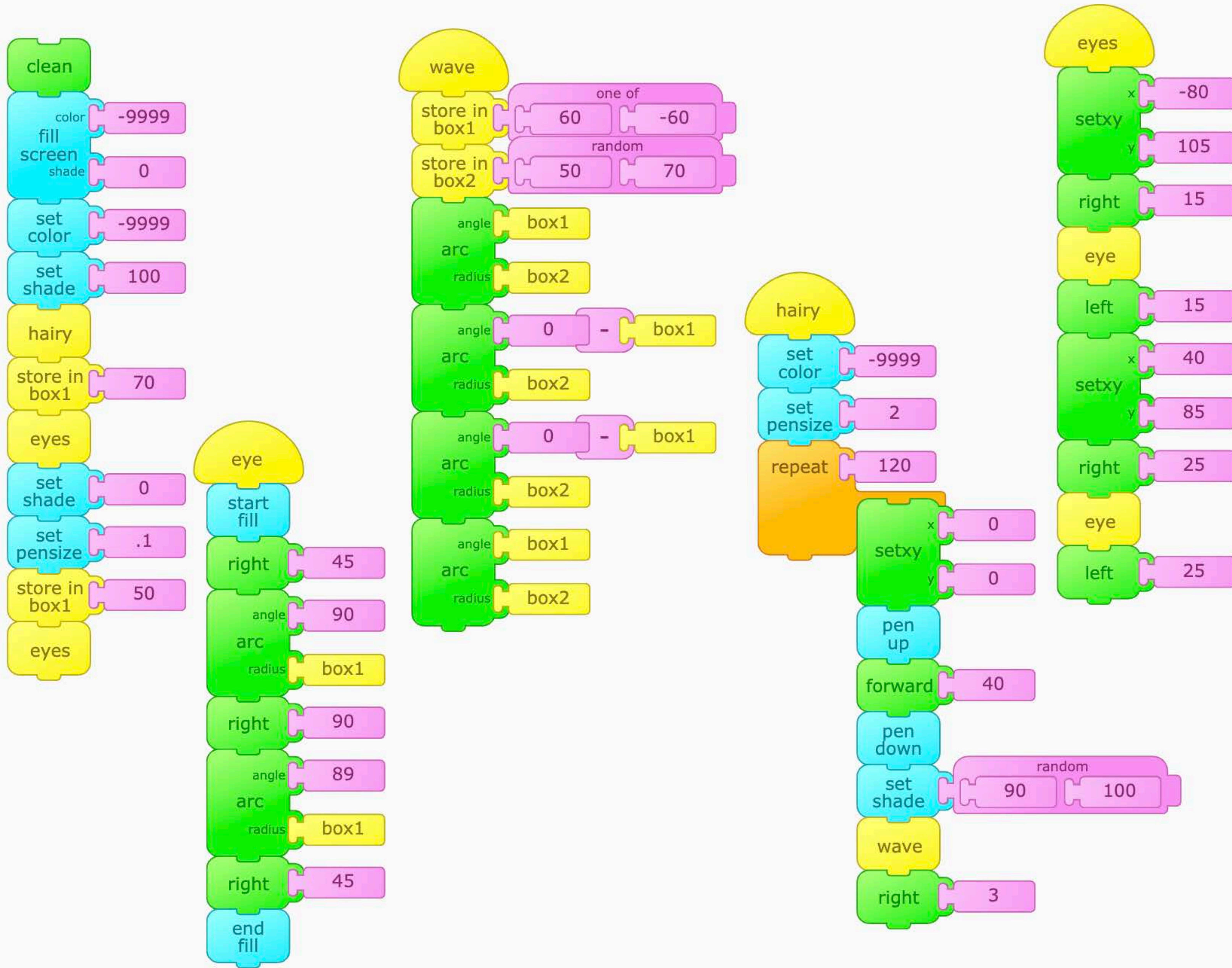
```



Eyes

44

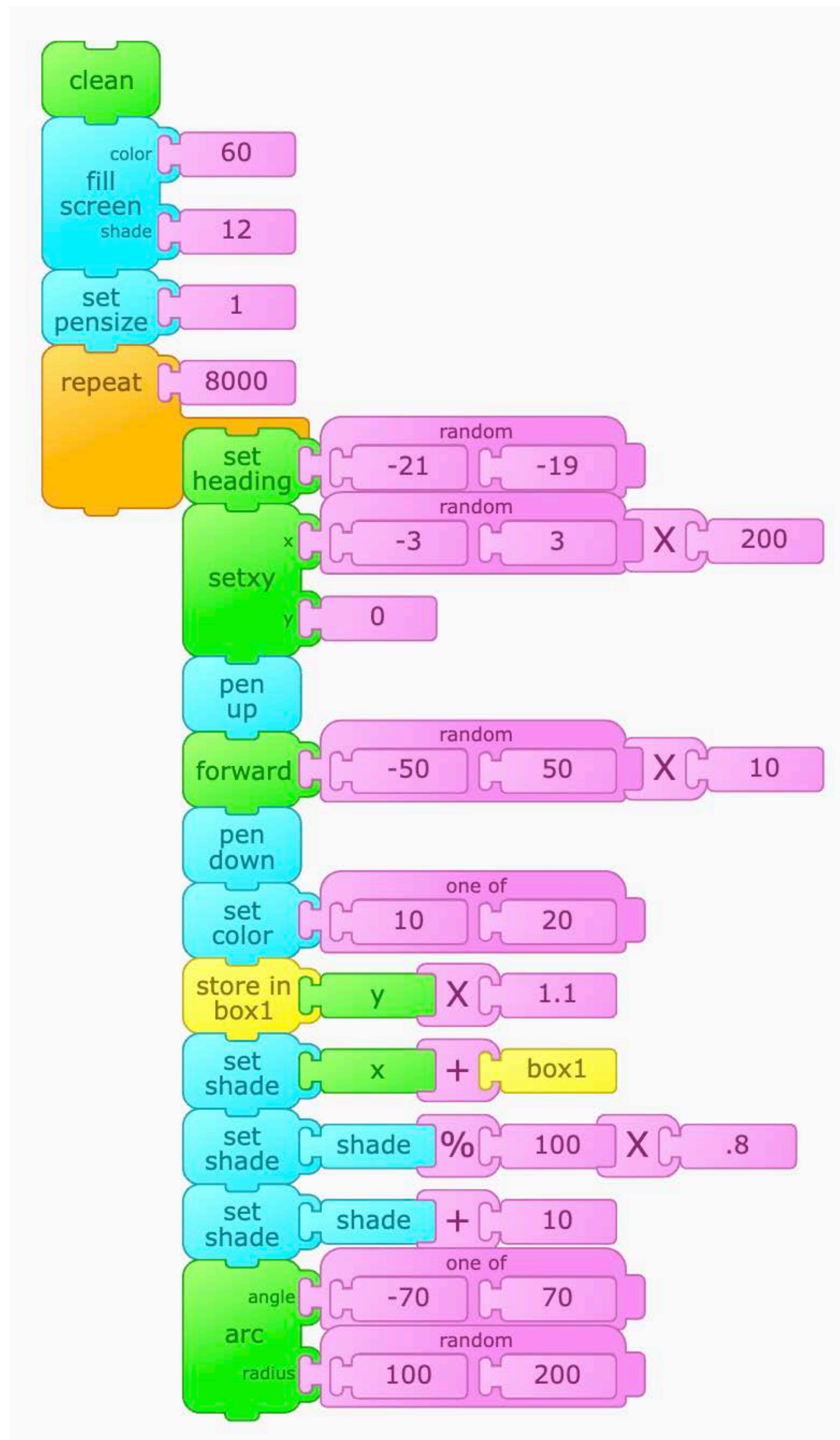
Click the set of blocks with clean on top to start the program.



Face

45

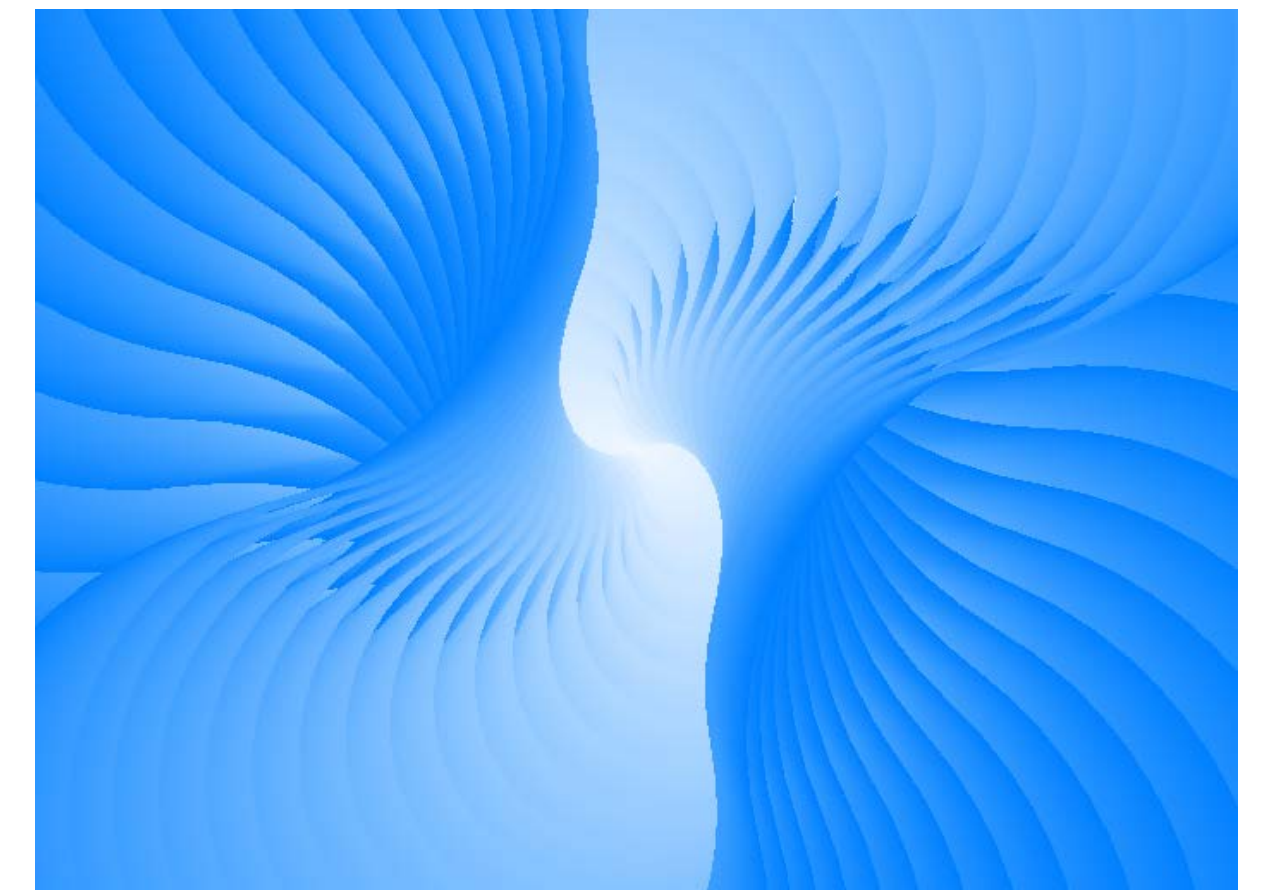
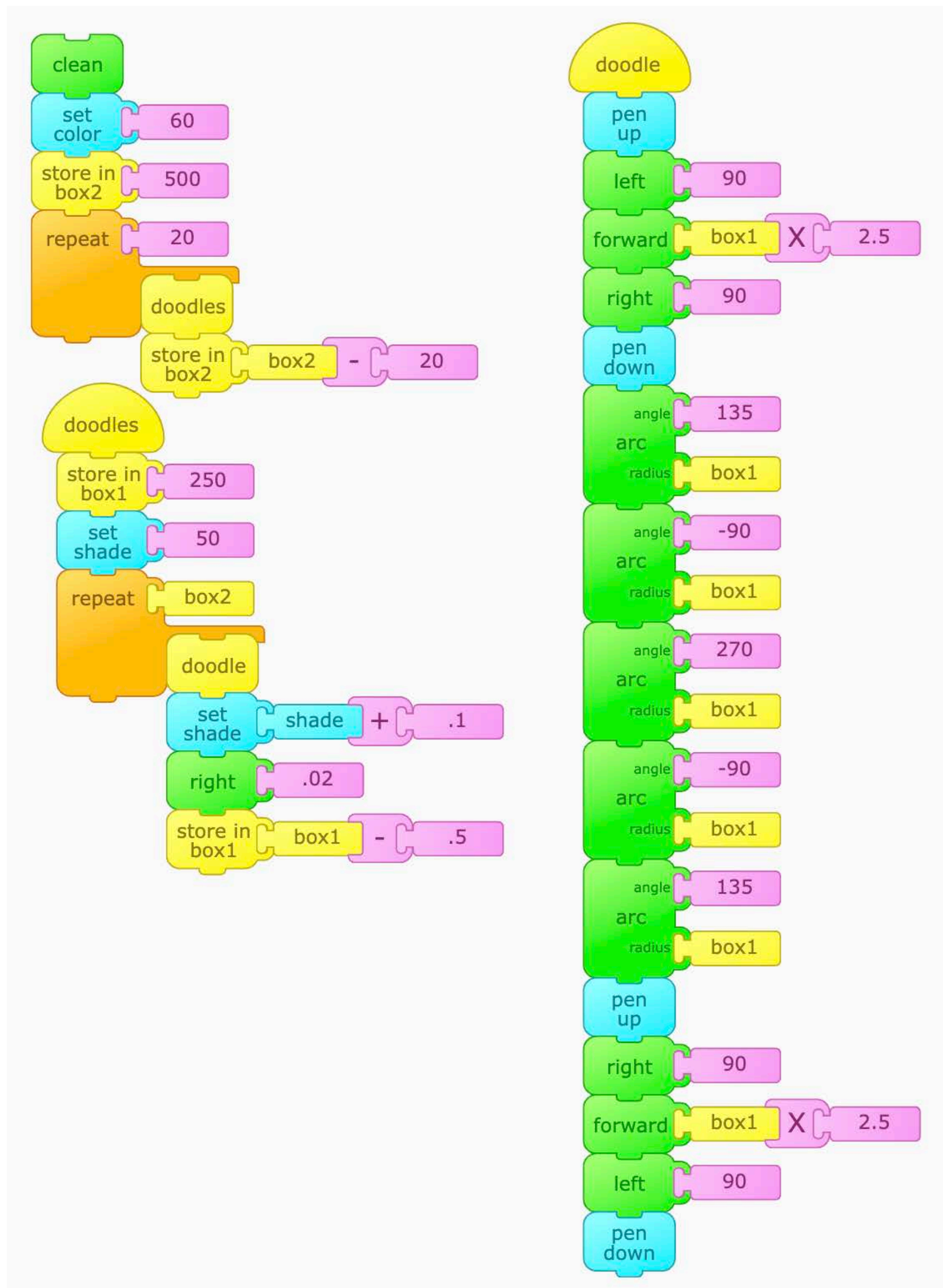
Click the set of blocks with clean on top to start the program.



Feathers

46

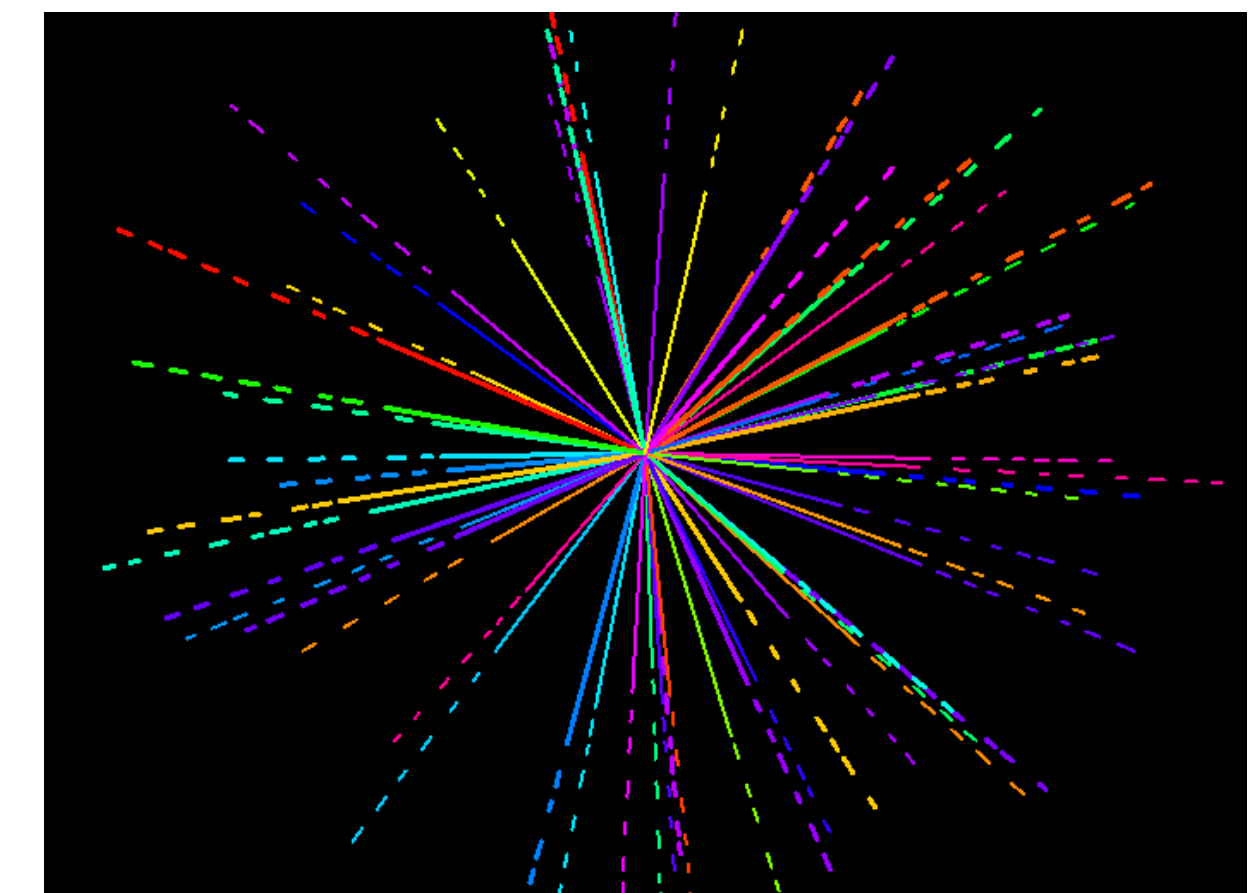
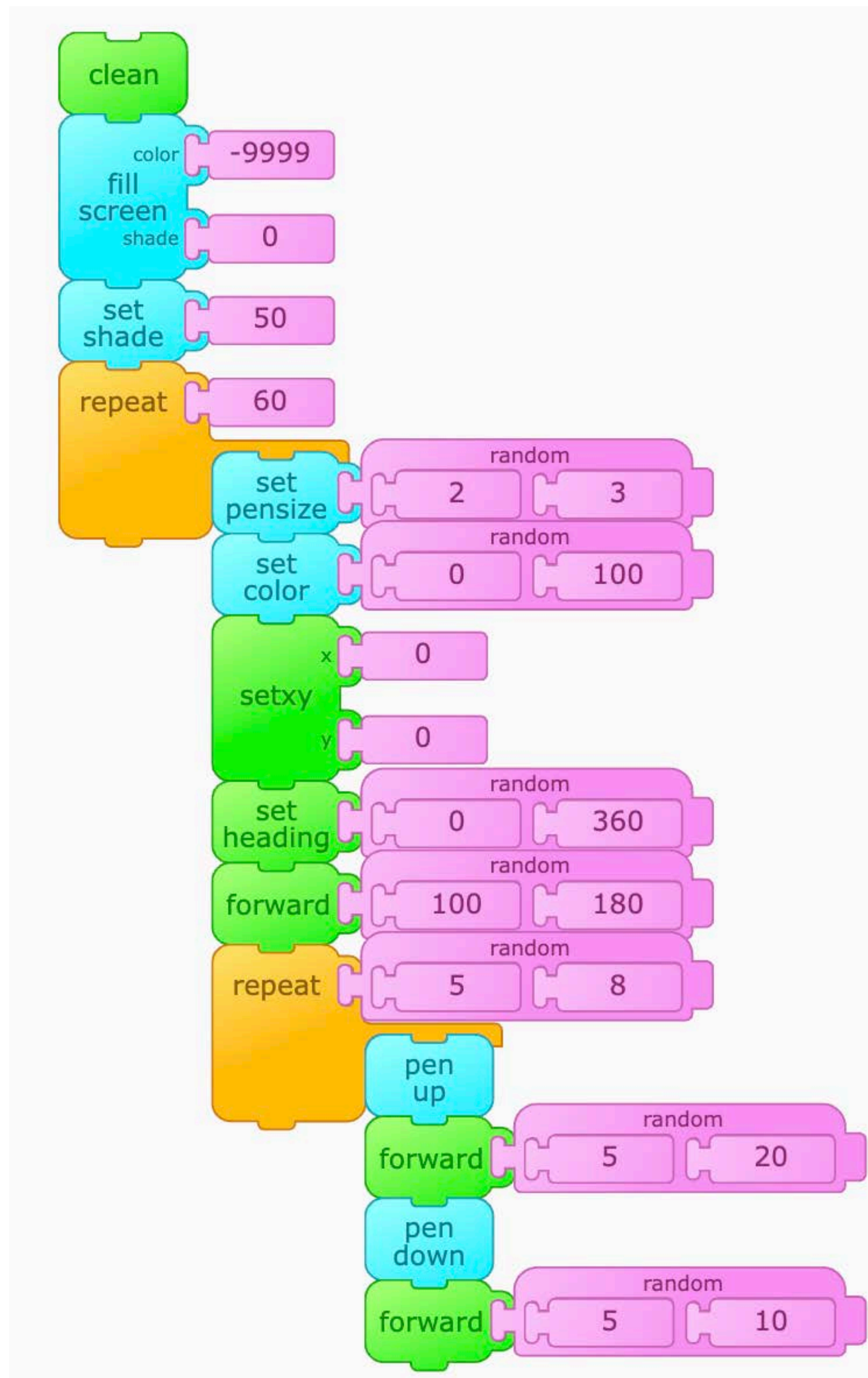
Click the set of blocks with `clean` on top to start the program.



Firebird

47

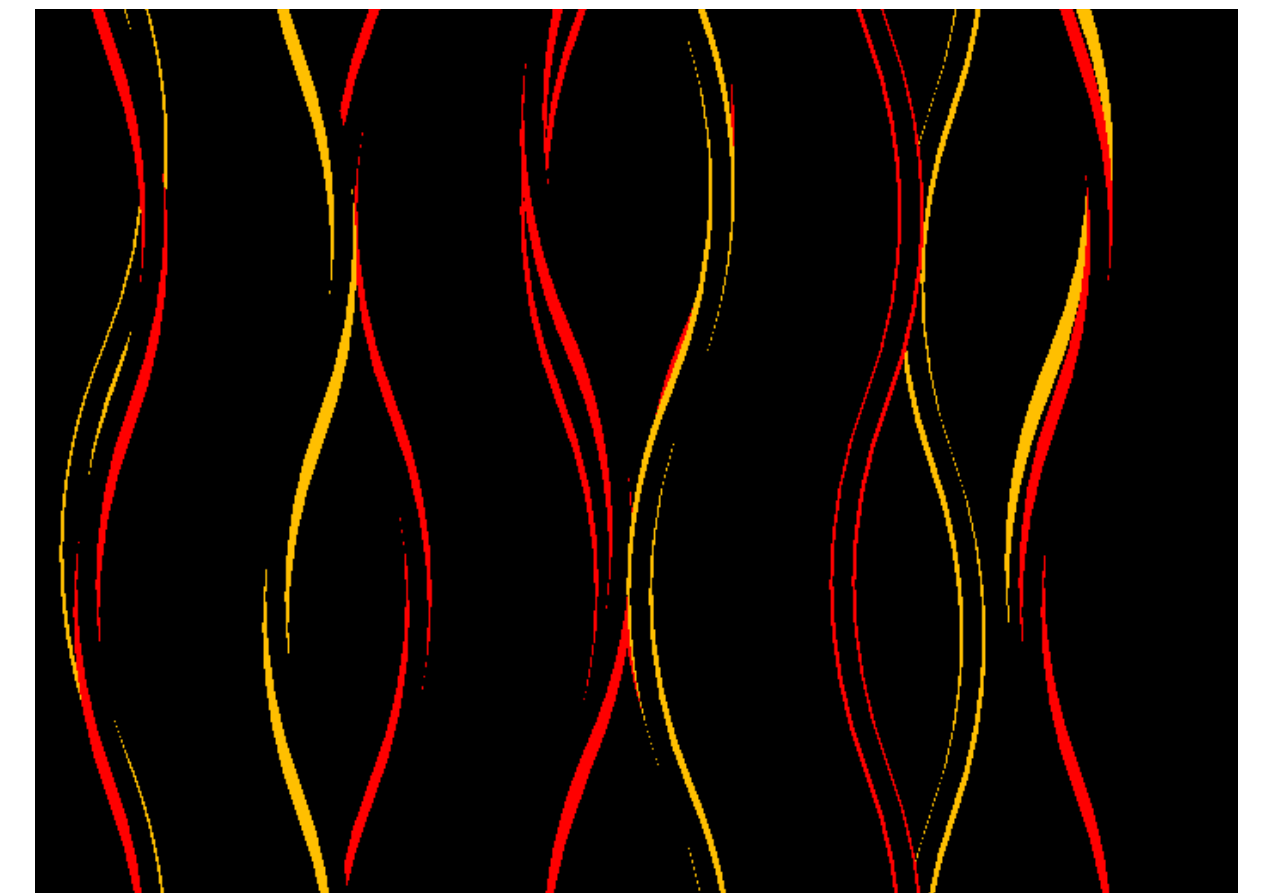
Click the set of blocks with `clean` on top to start the program.



Fireworks

48

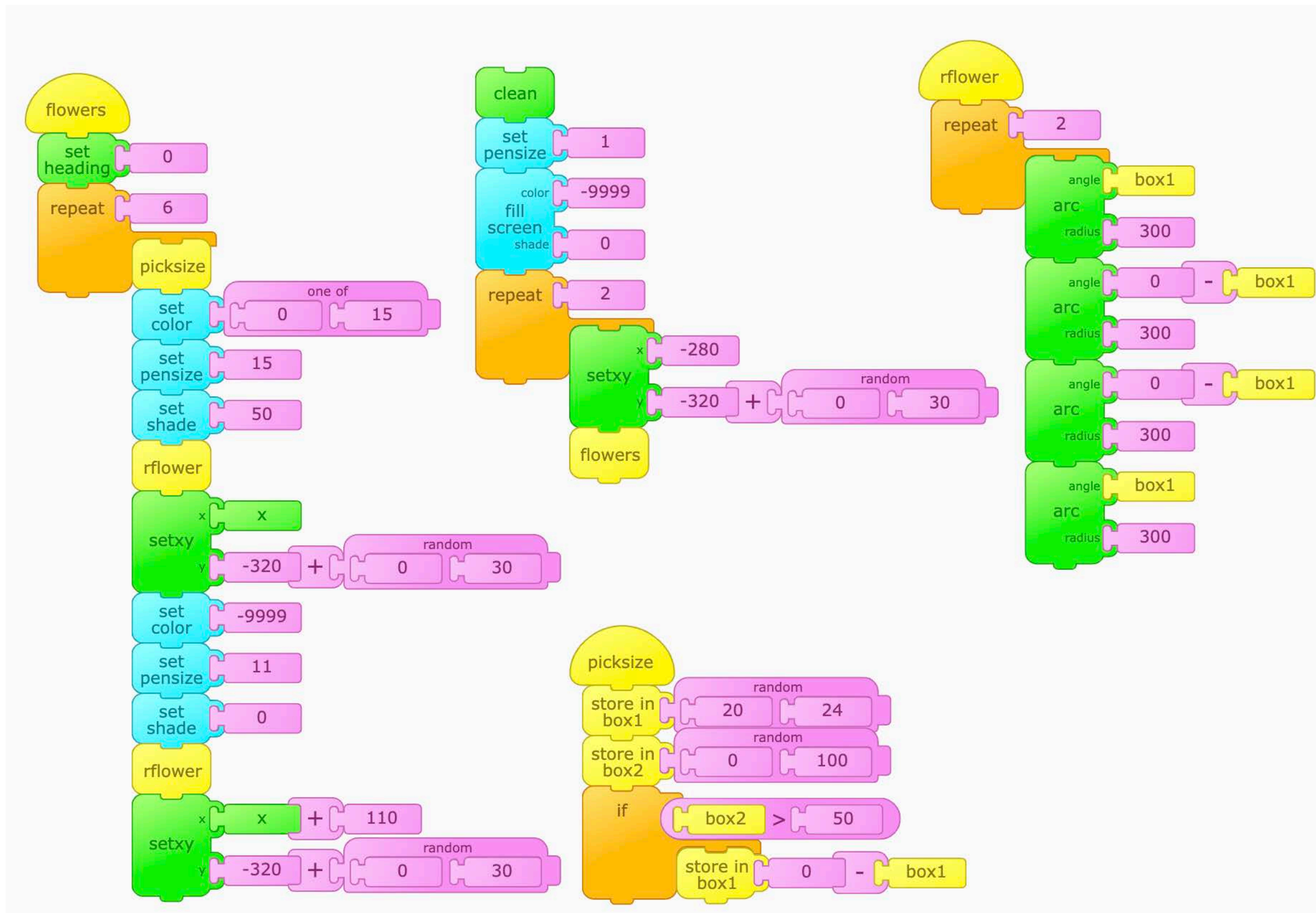
Click the set of blocks with `clean` on top to start the program.

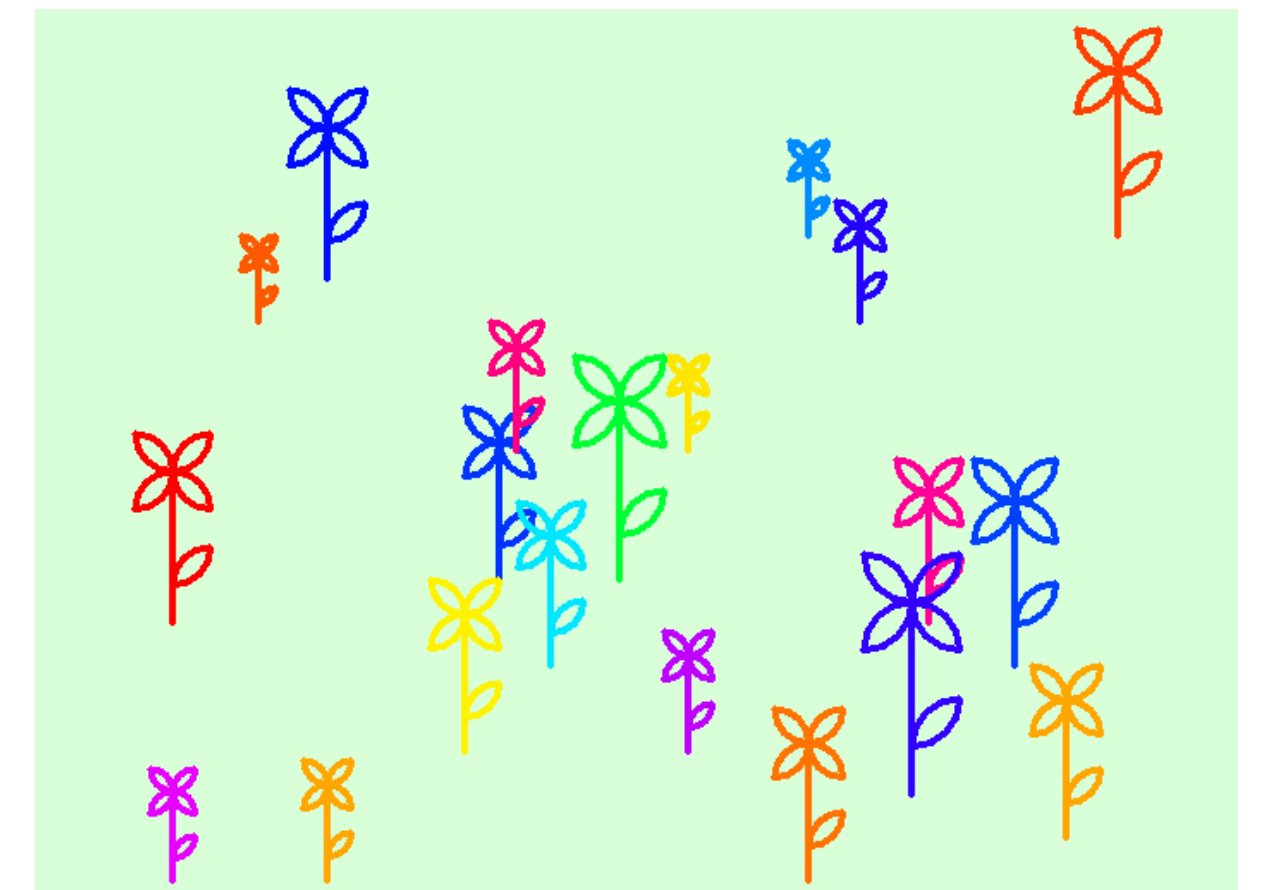


Flames

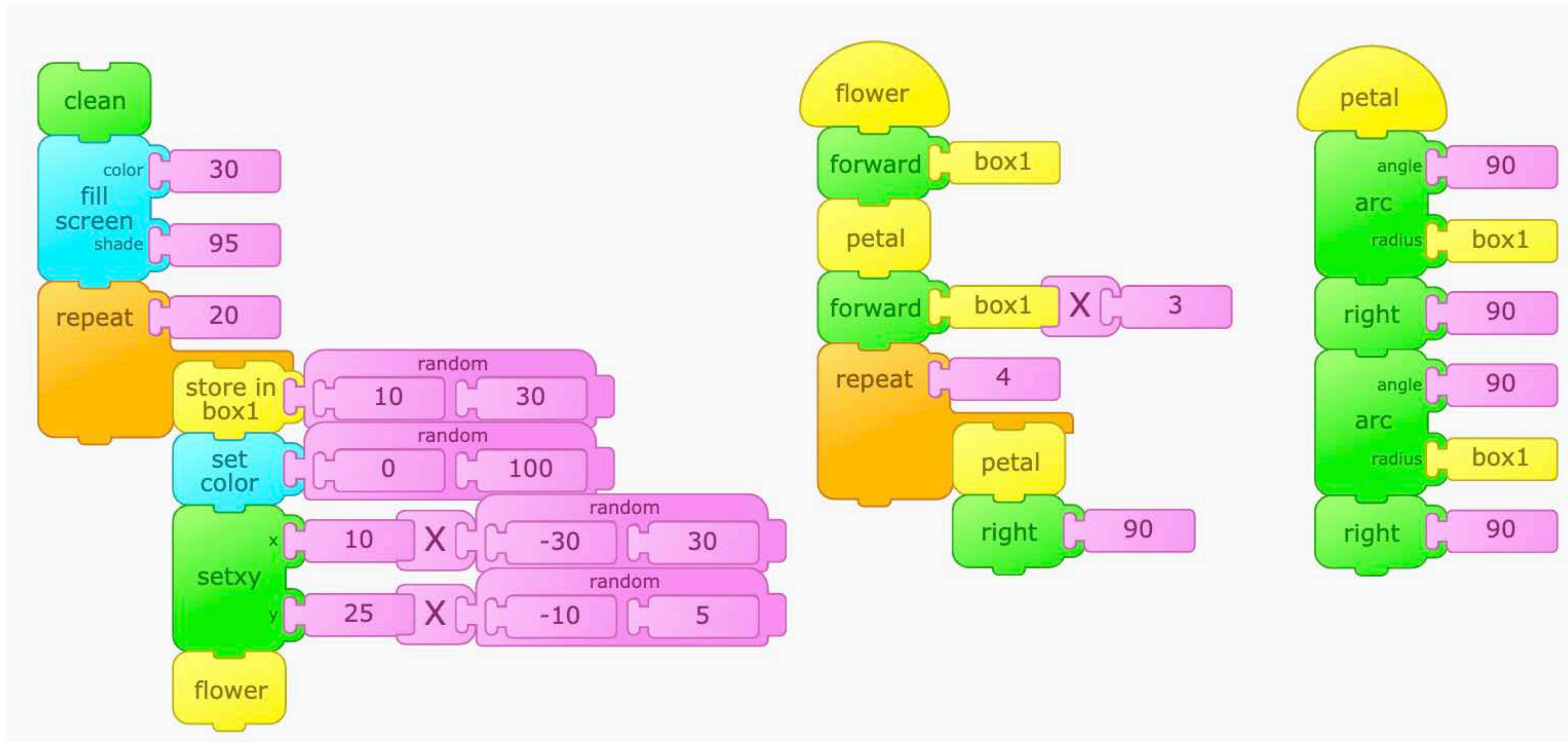
49

Click the set of blocks with clean on top to start the program.



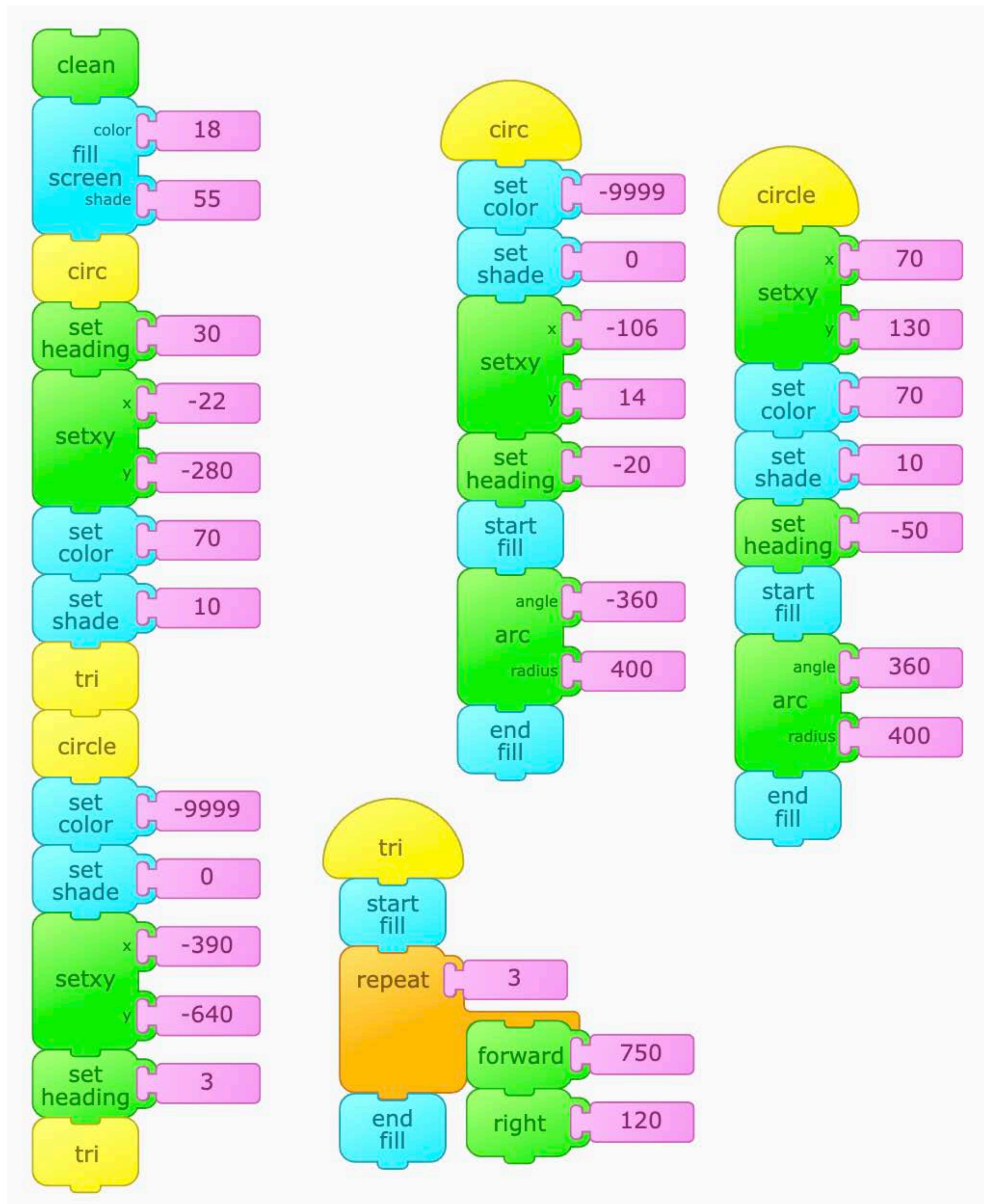


Flowers



50

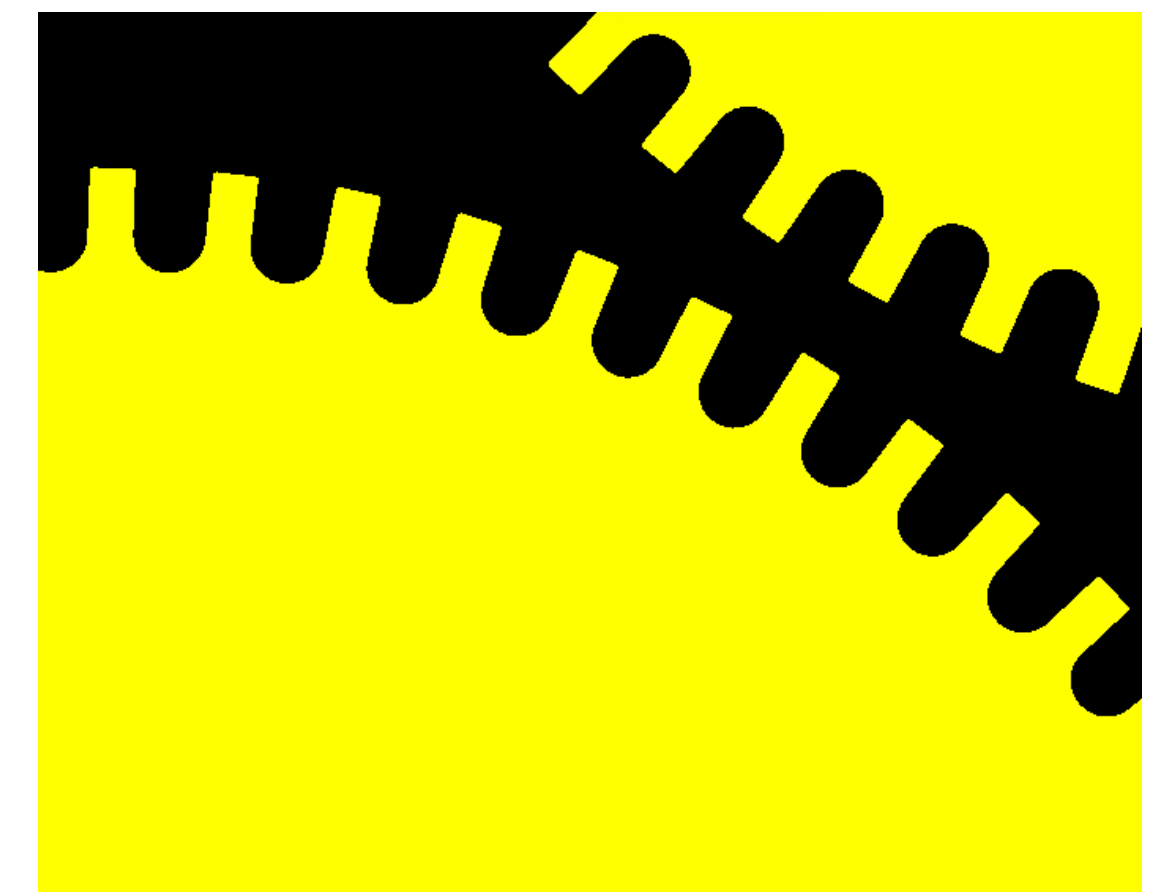
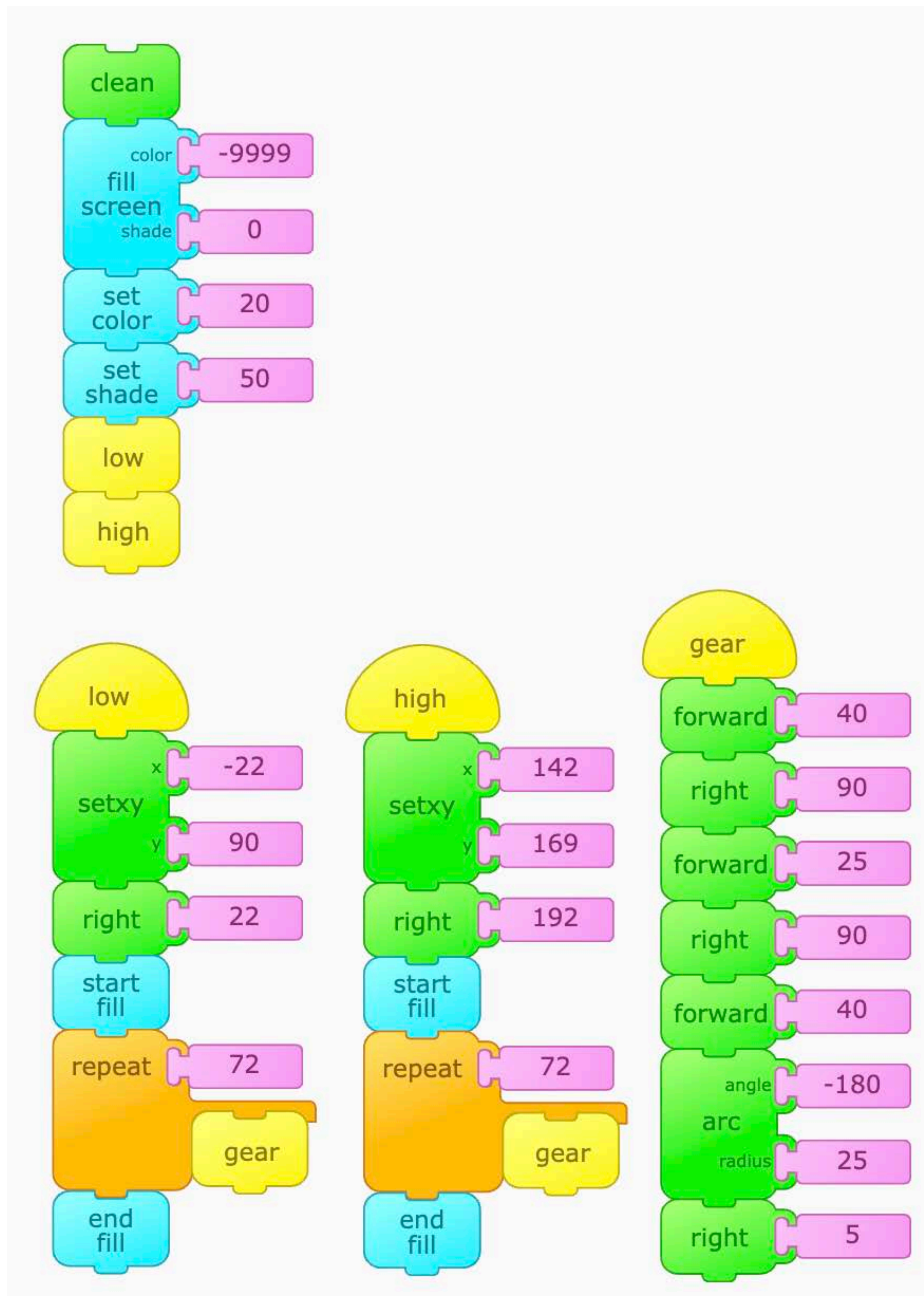
Click the set of blocks with `clean` on top to start the program.



Forms

51

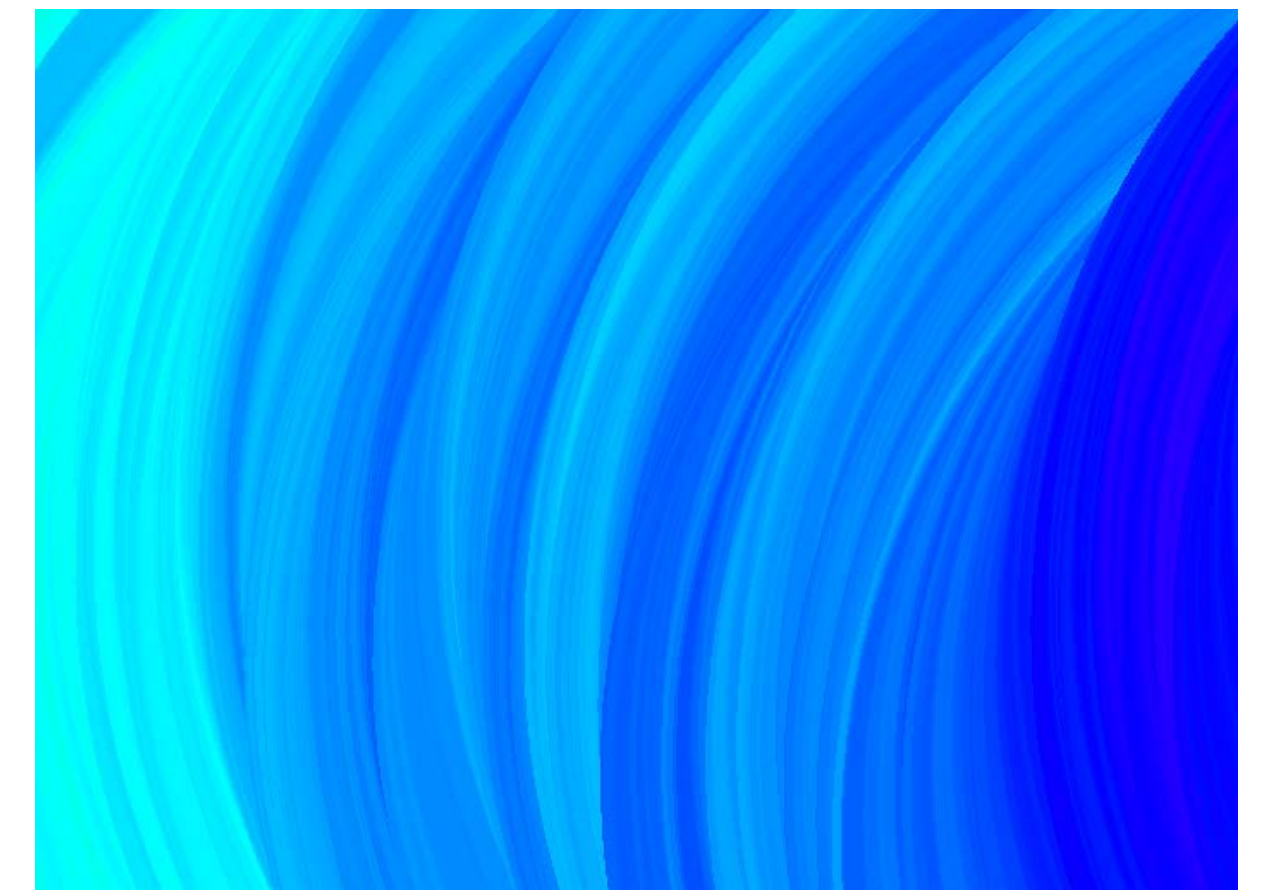
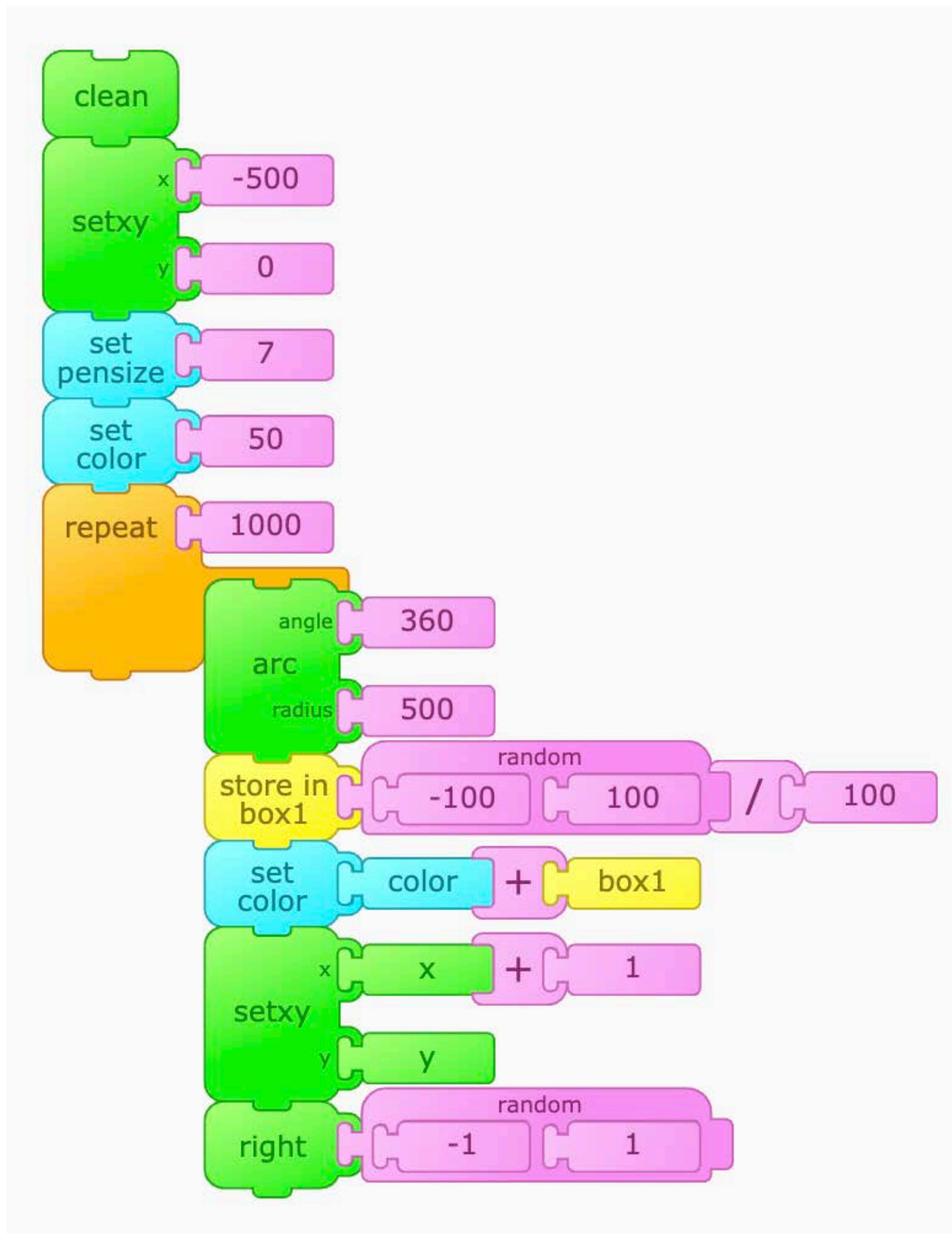
Click the set of blocks with `clean` on top to start the program.



Gearhead

52

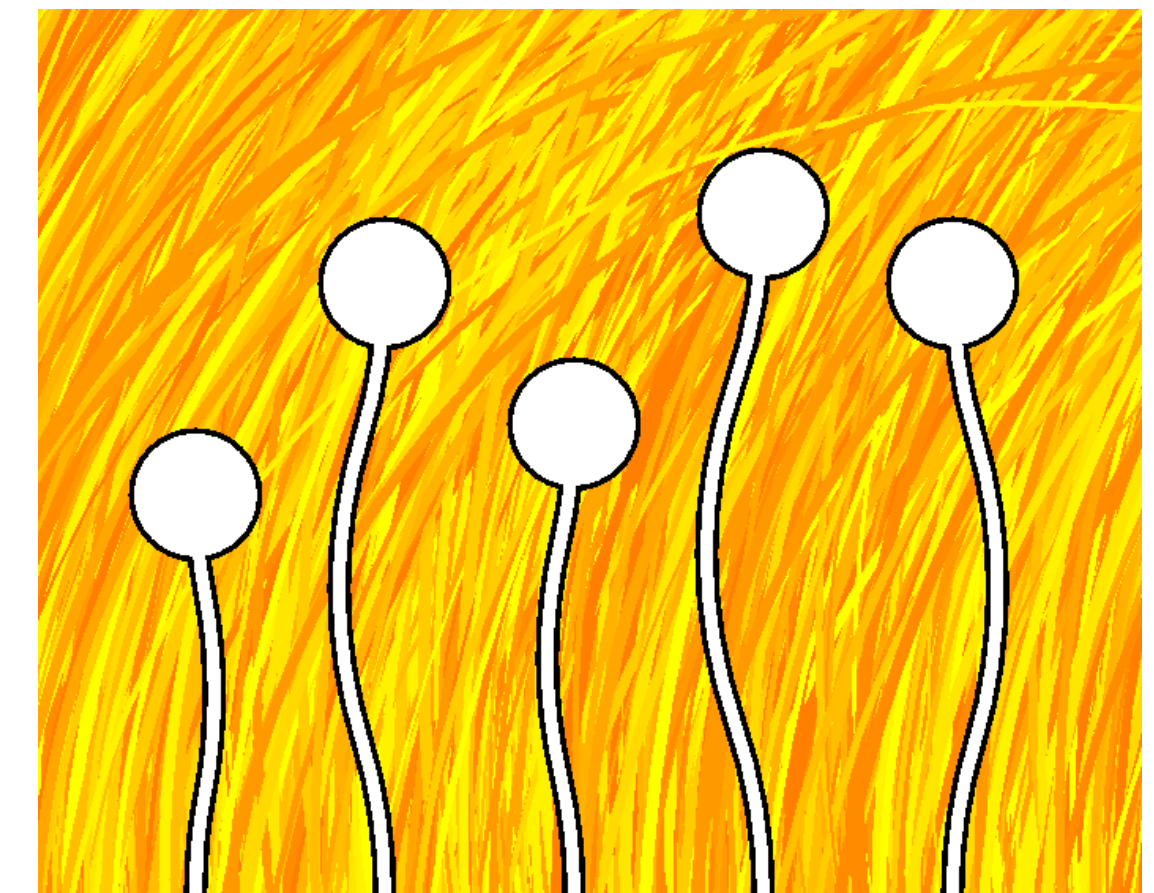
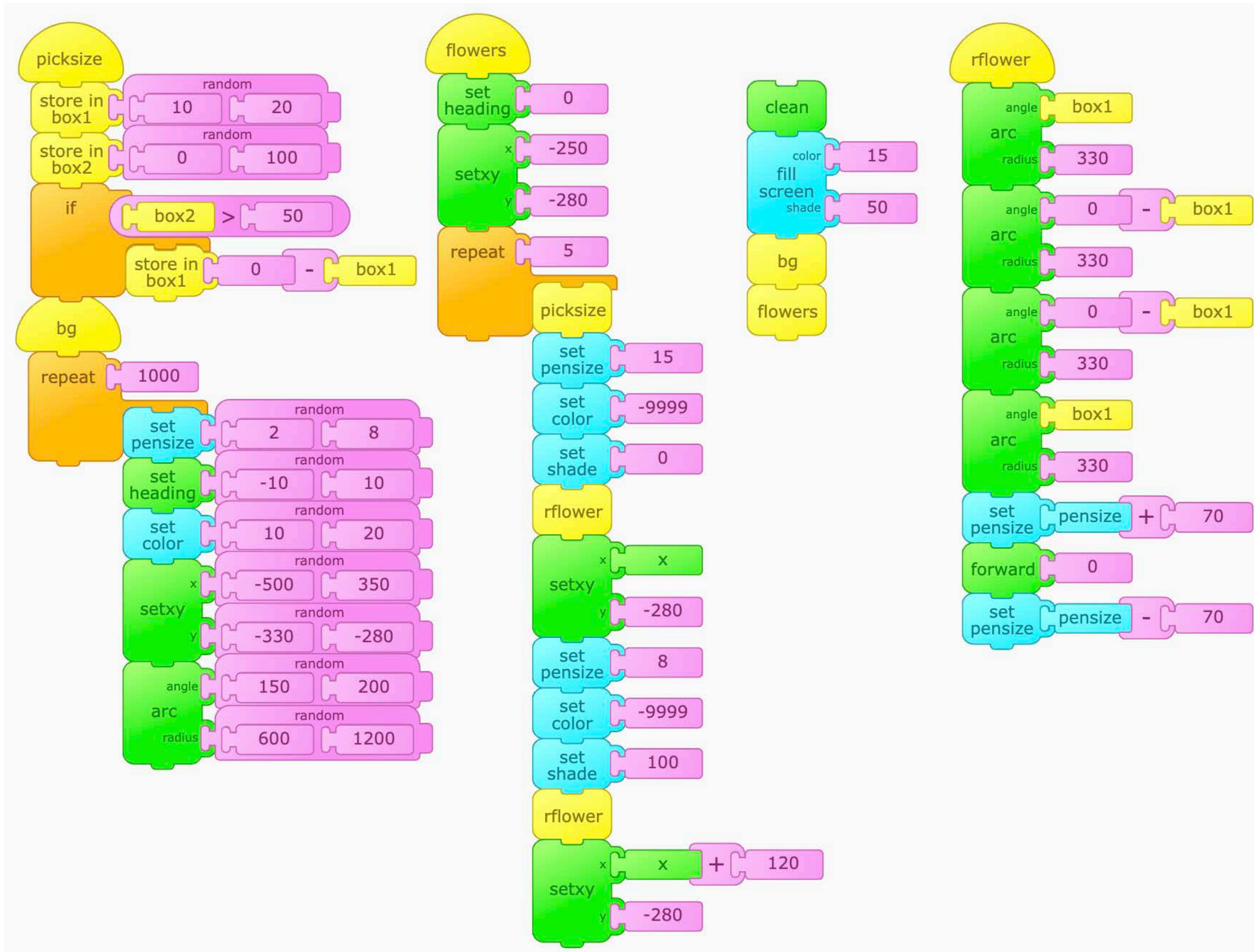
Click the set of blocks with `clean` on top to start the program.



Genie

53

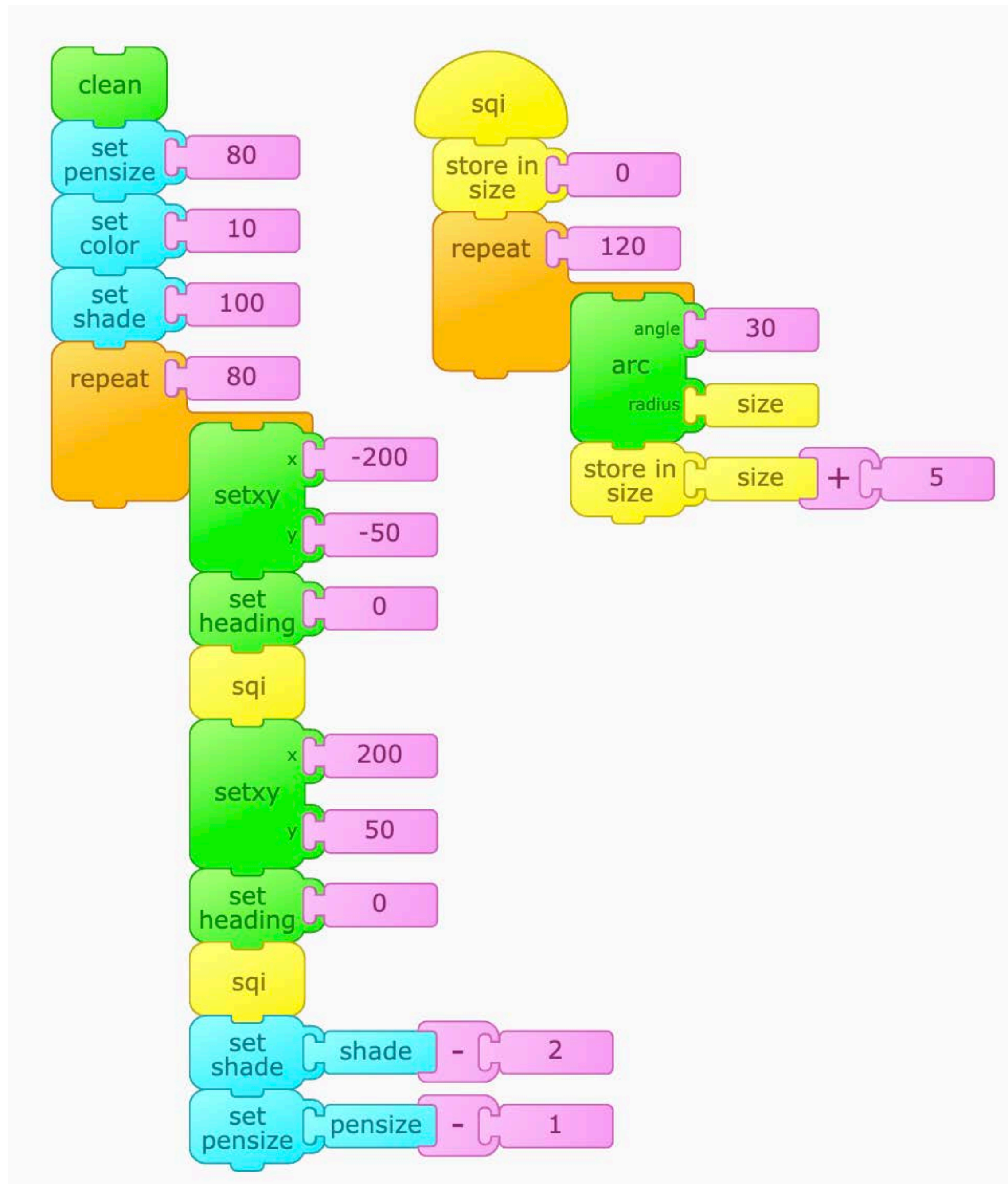
Click the set of blocks with `clean` on top to start the program.



Ghost Flower

54

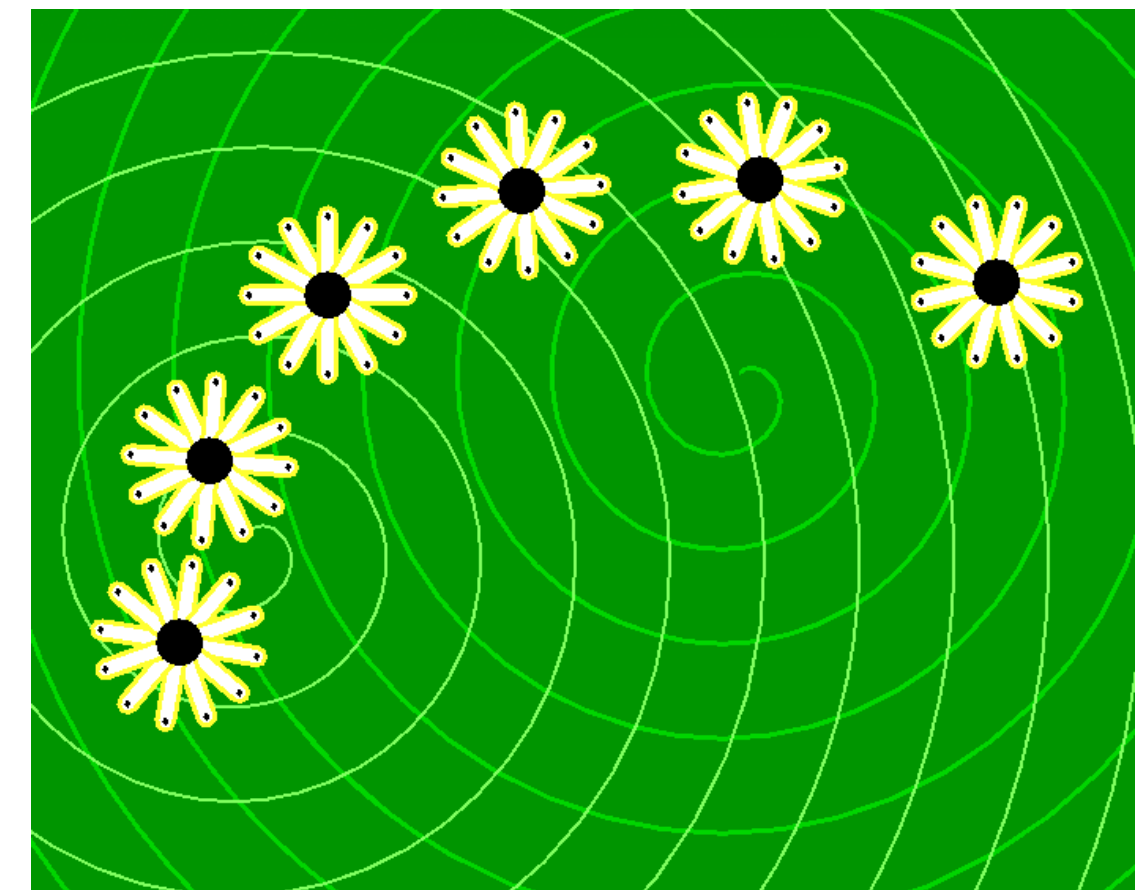
Click the set of blocks with clean on top to start the program.



Golden Cage

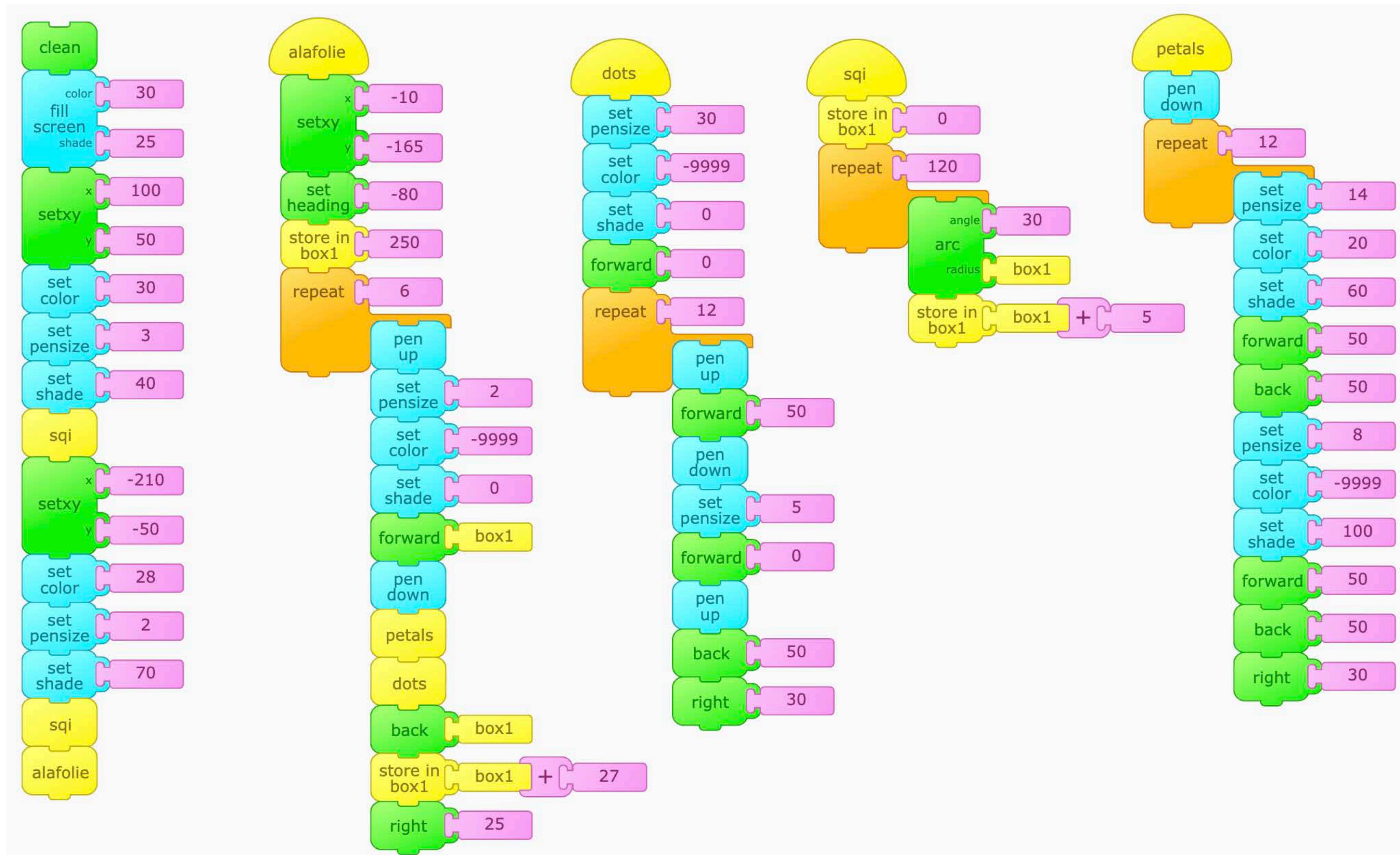
55

Click the set of blocks with `clean` on top to start the program.

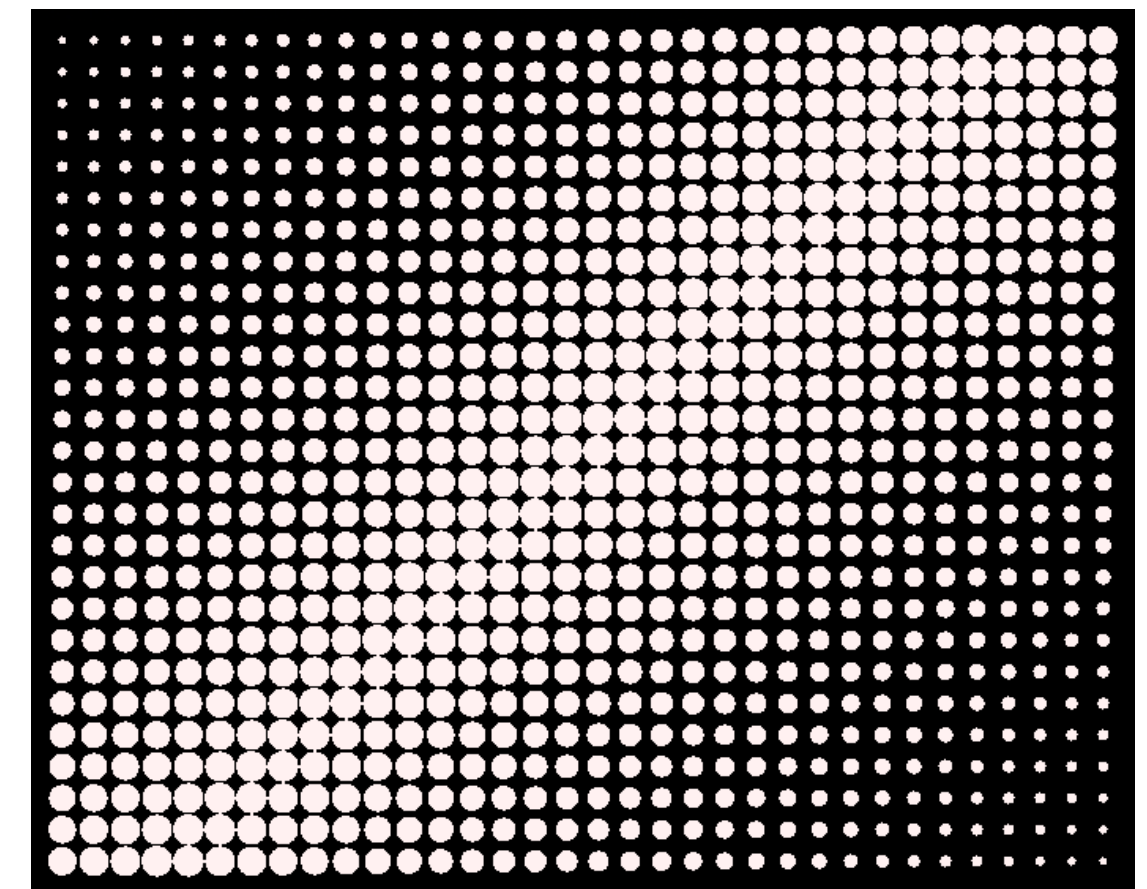
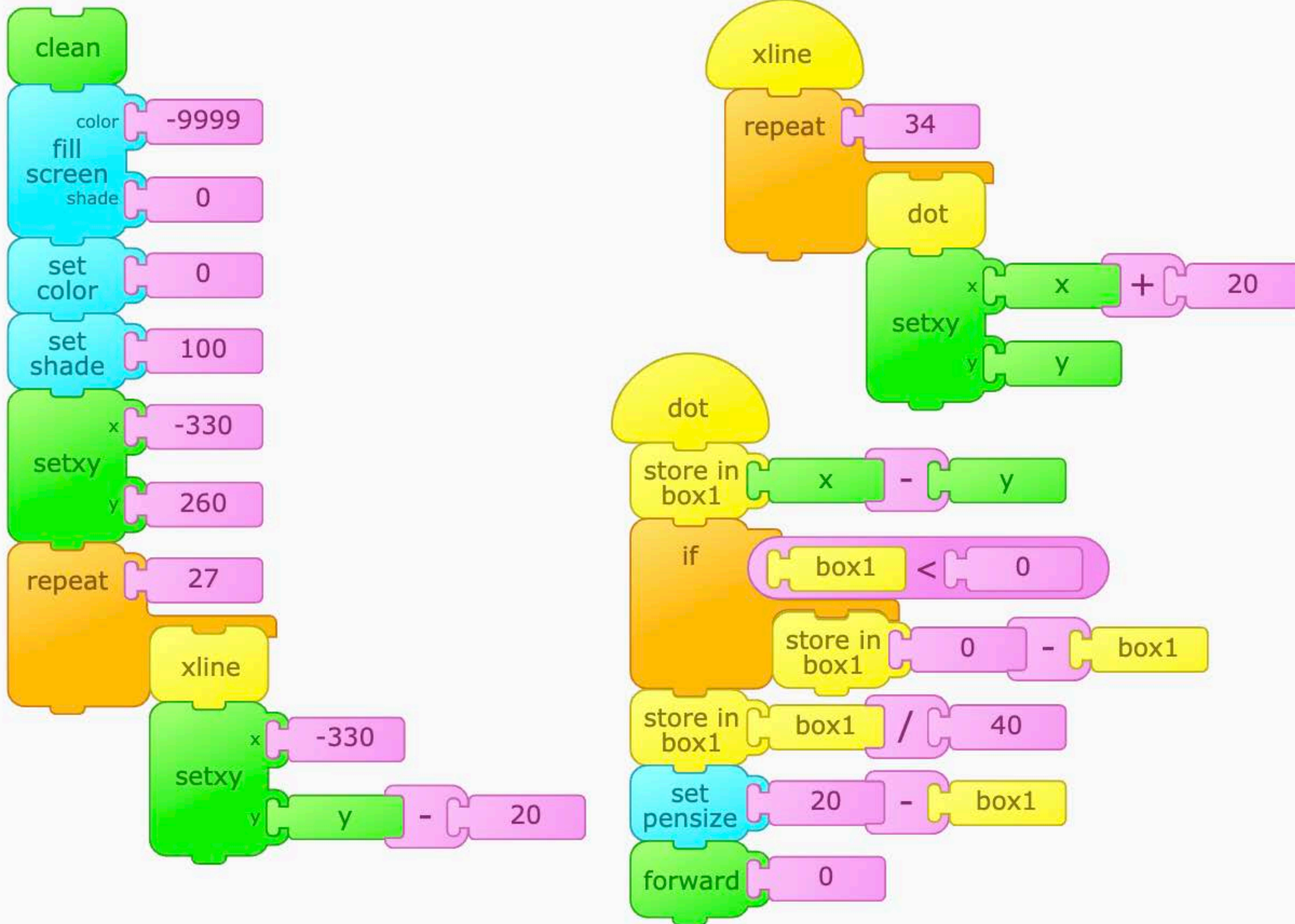


Golden Flowers

56



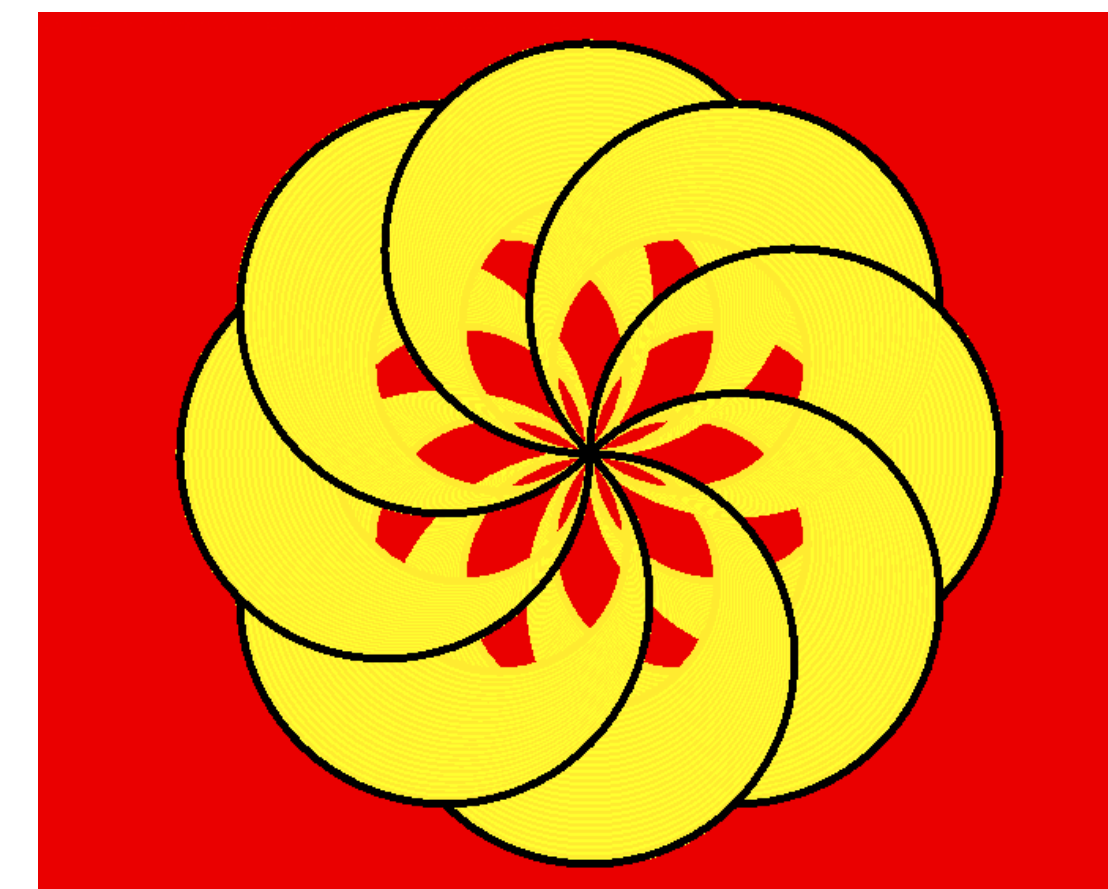
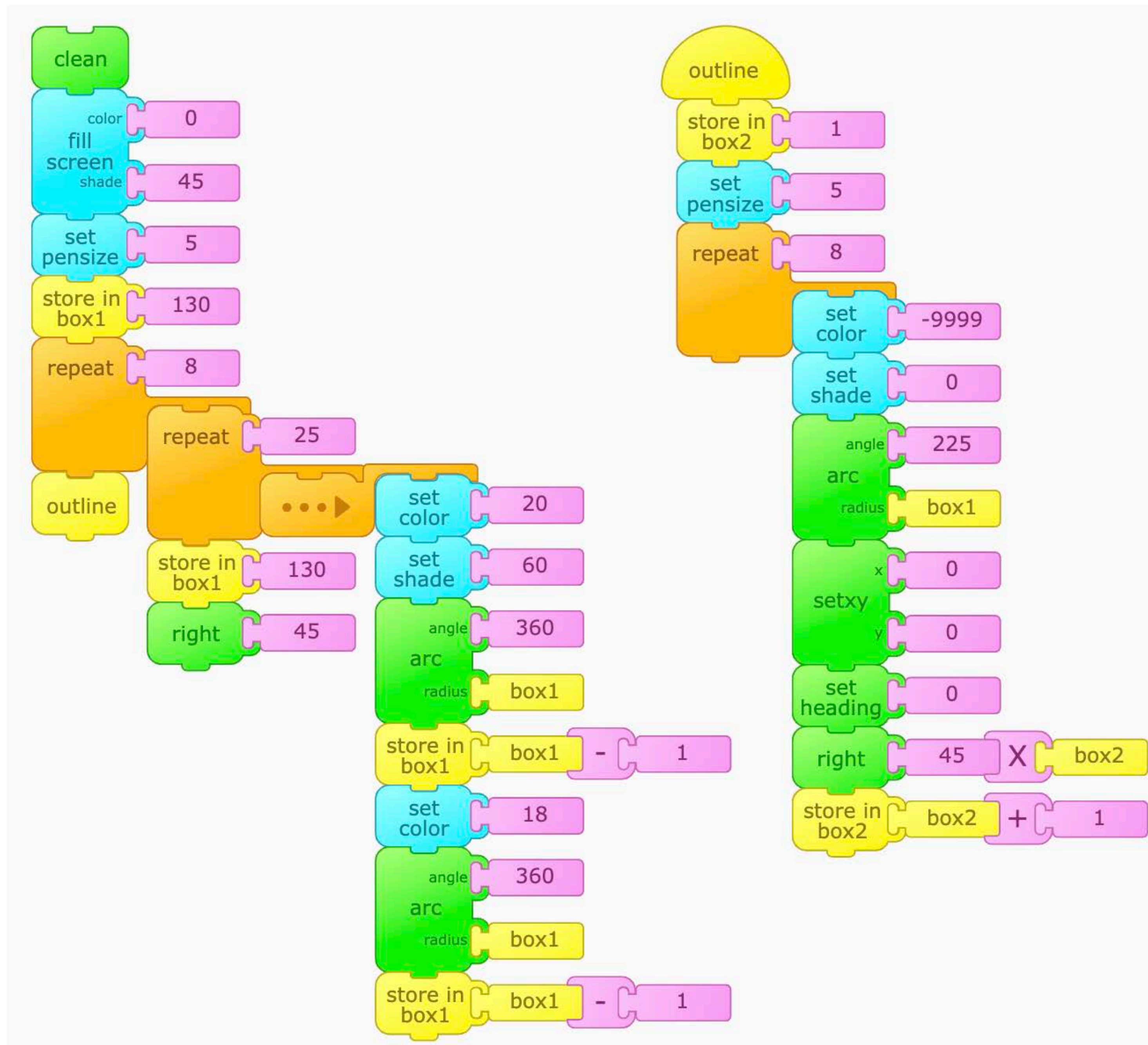
Click the set of blocks with `clean` on top to start the program.



Grid

57

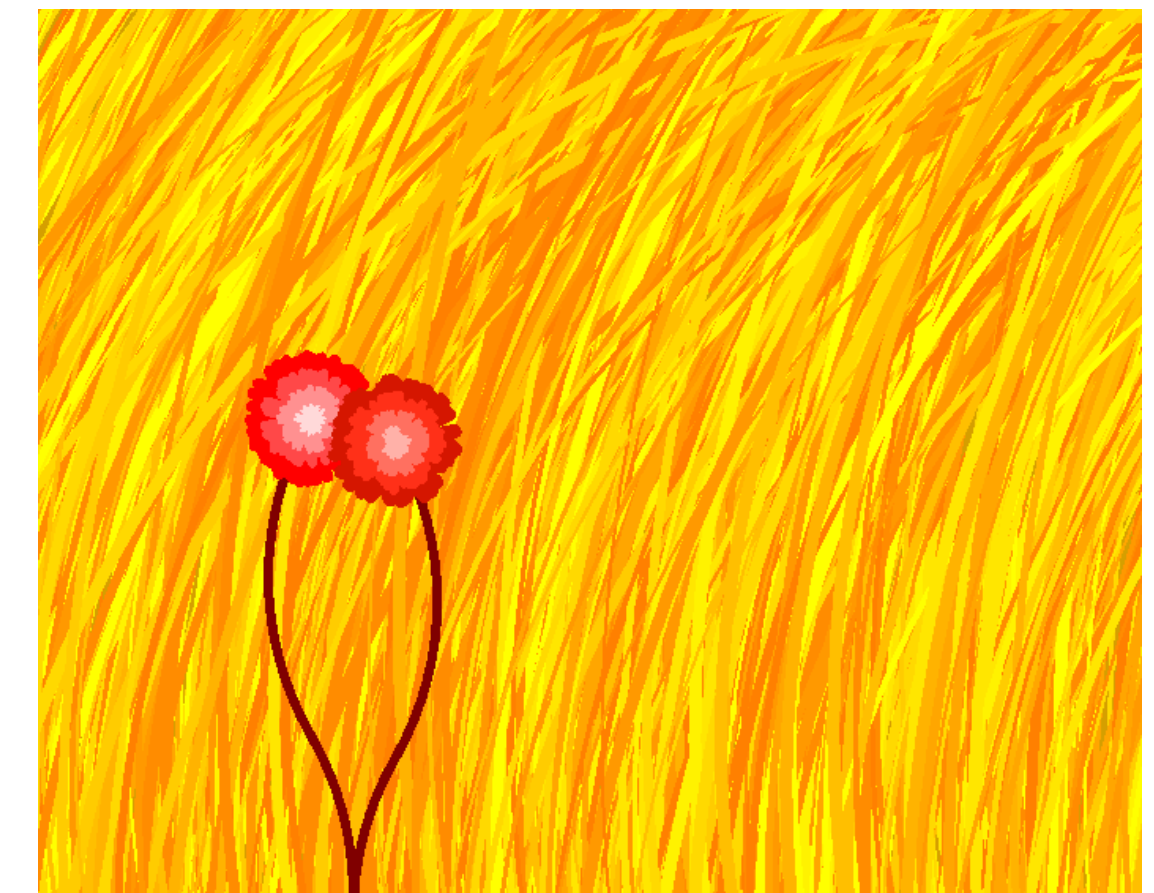
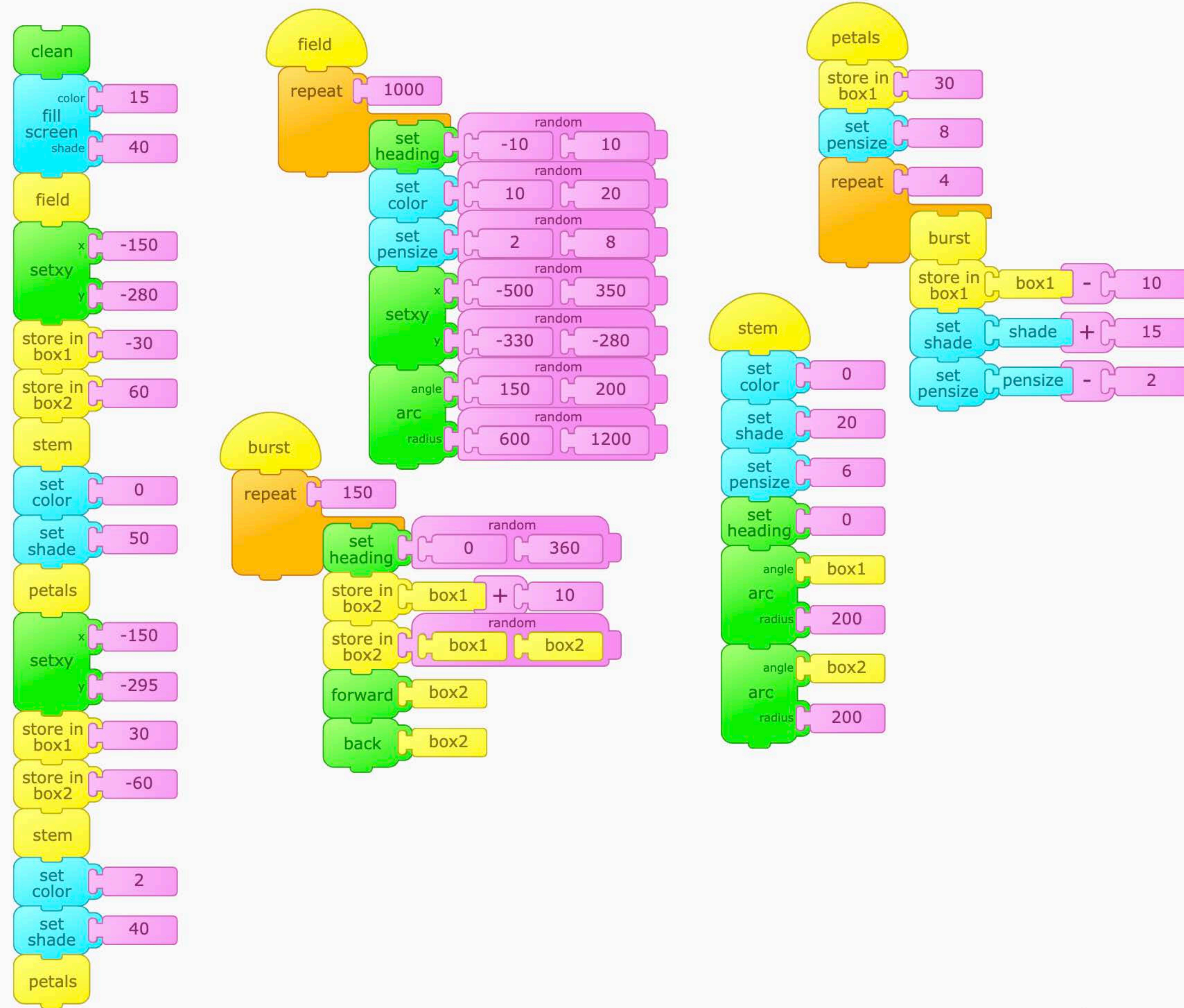
Click the set of blocks with `clean` on top to start the program.



Grid

58

Click the set of blocks with `clean` on top to start the program.



Harvest

59

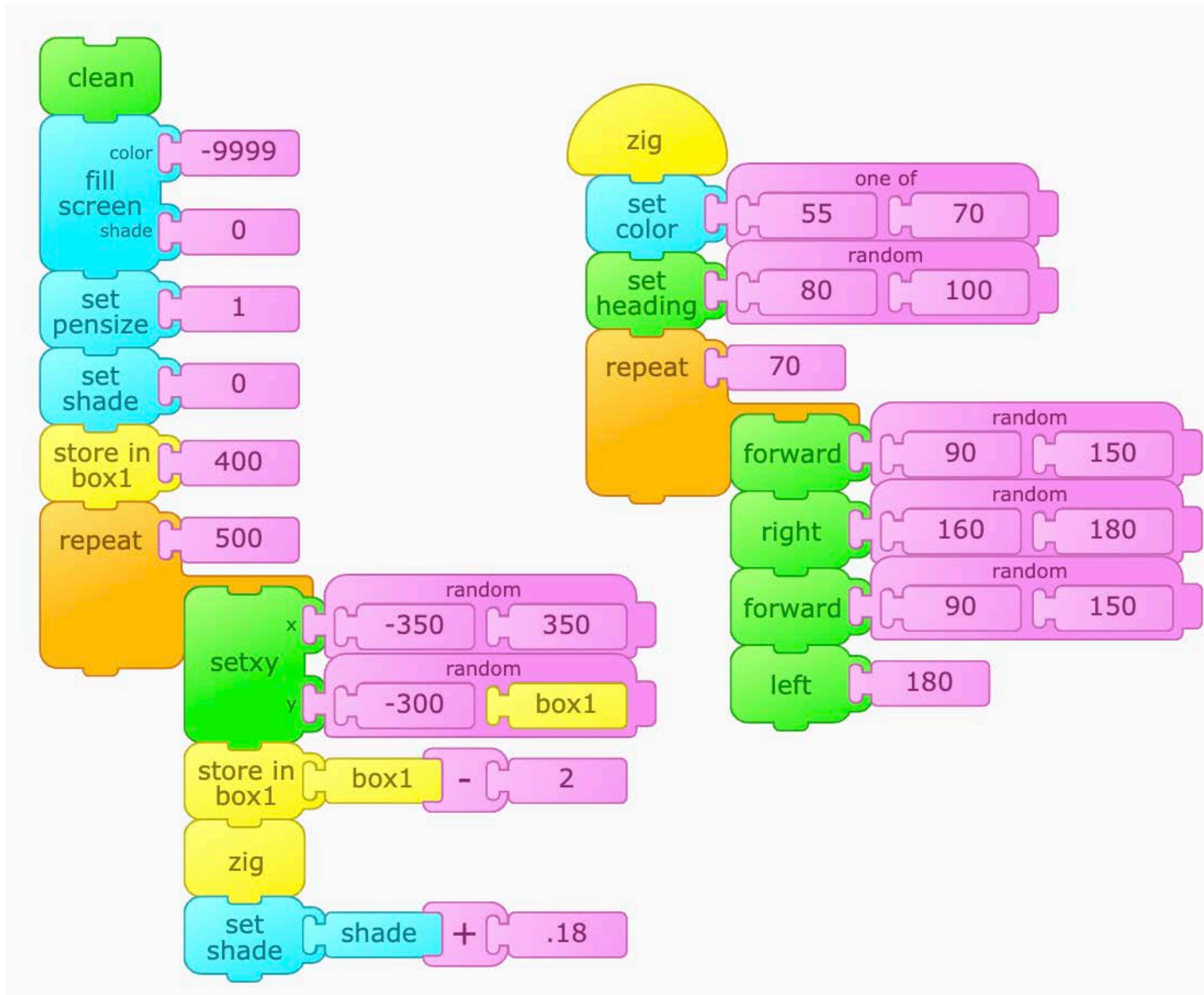
Click the set of blocks with clean on top to start the program.

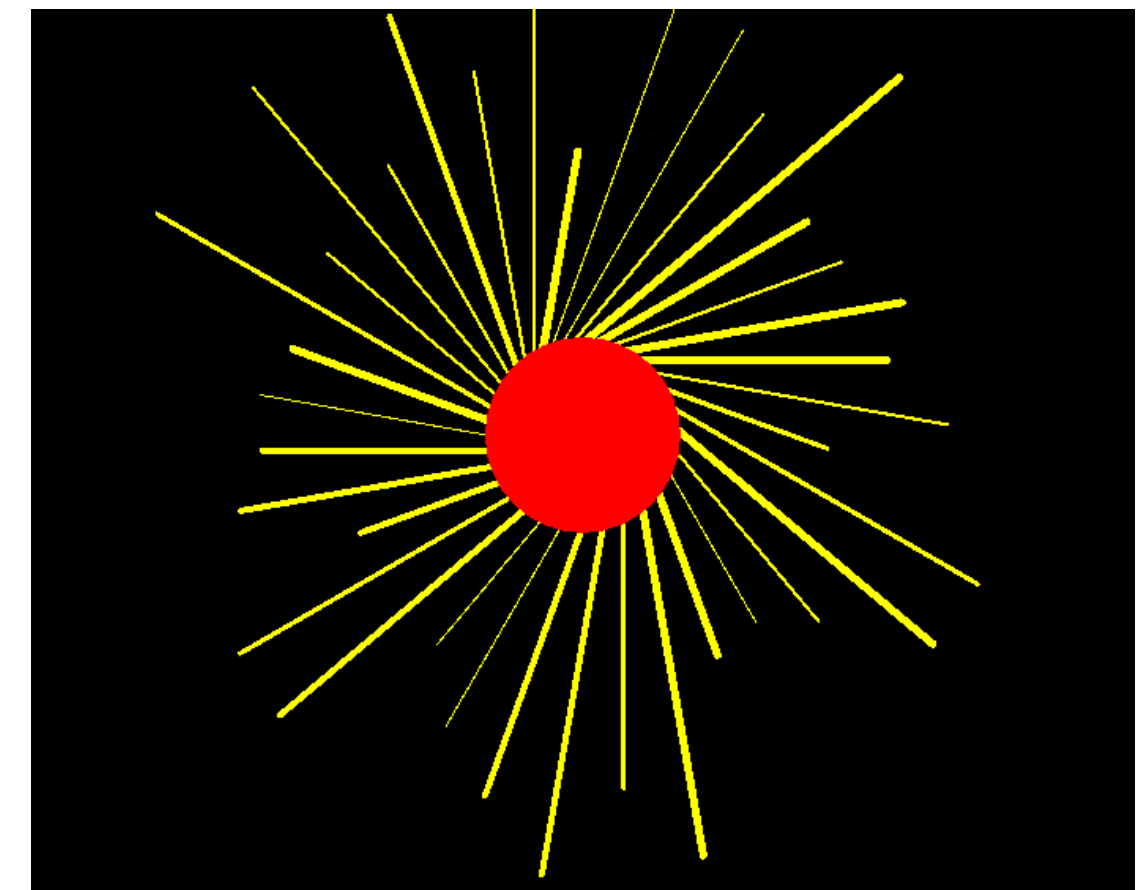


Haystack

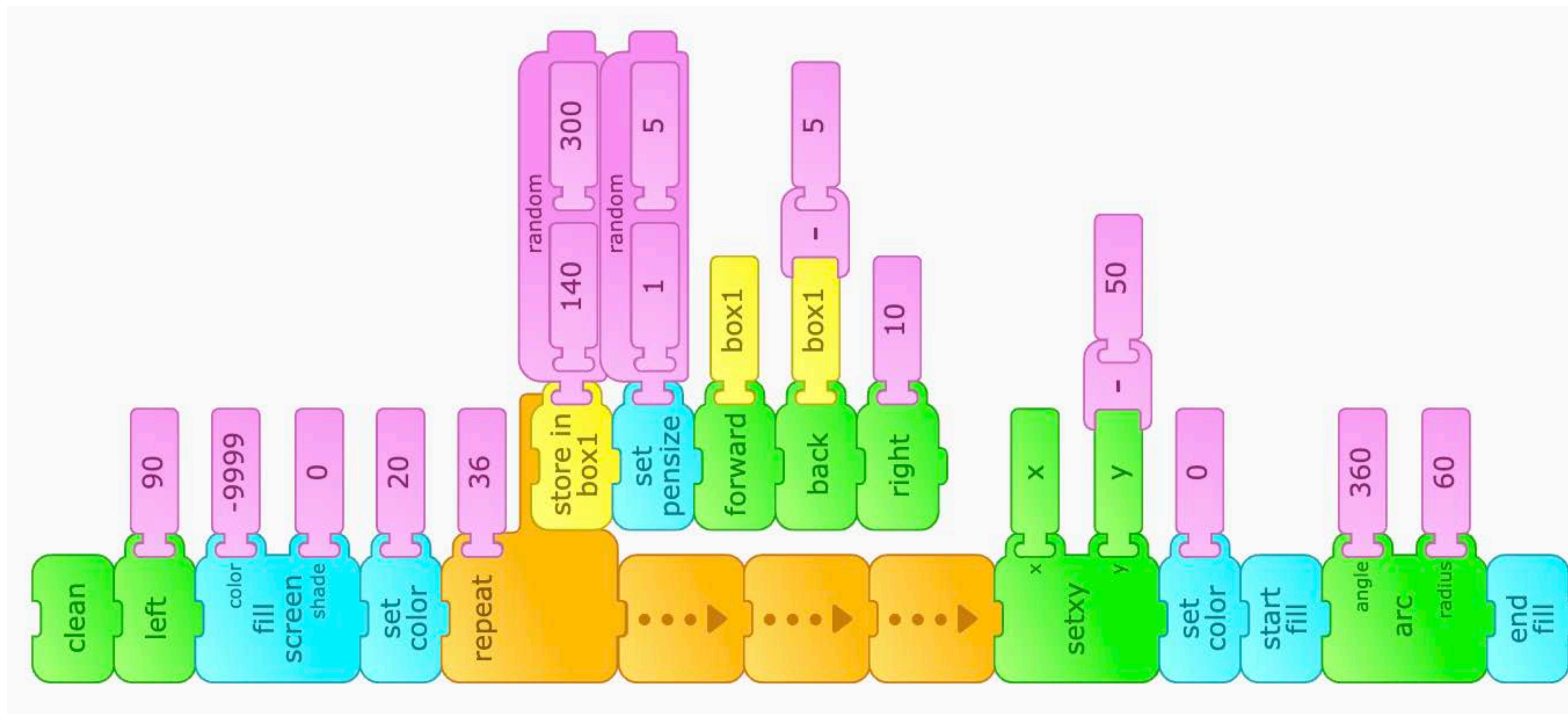
60

Click the set of blocks with `clean` on top to start the program.



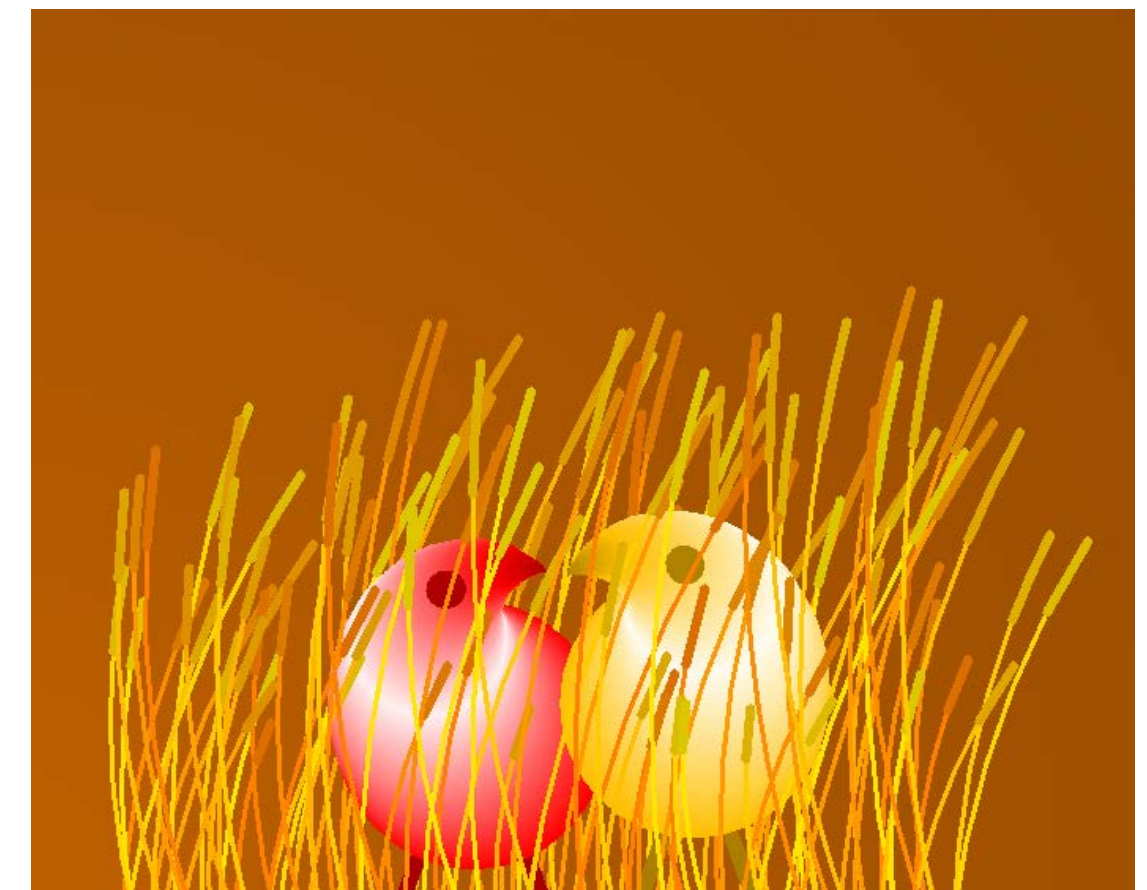


Hedgehog



61

Click the set of blocks with `clean` on top to start the program.



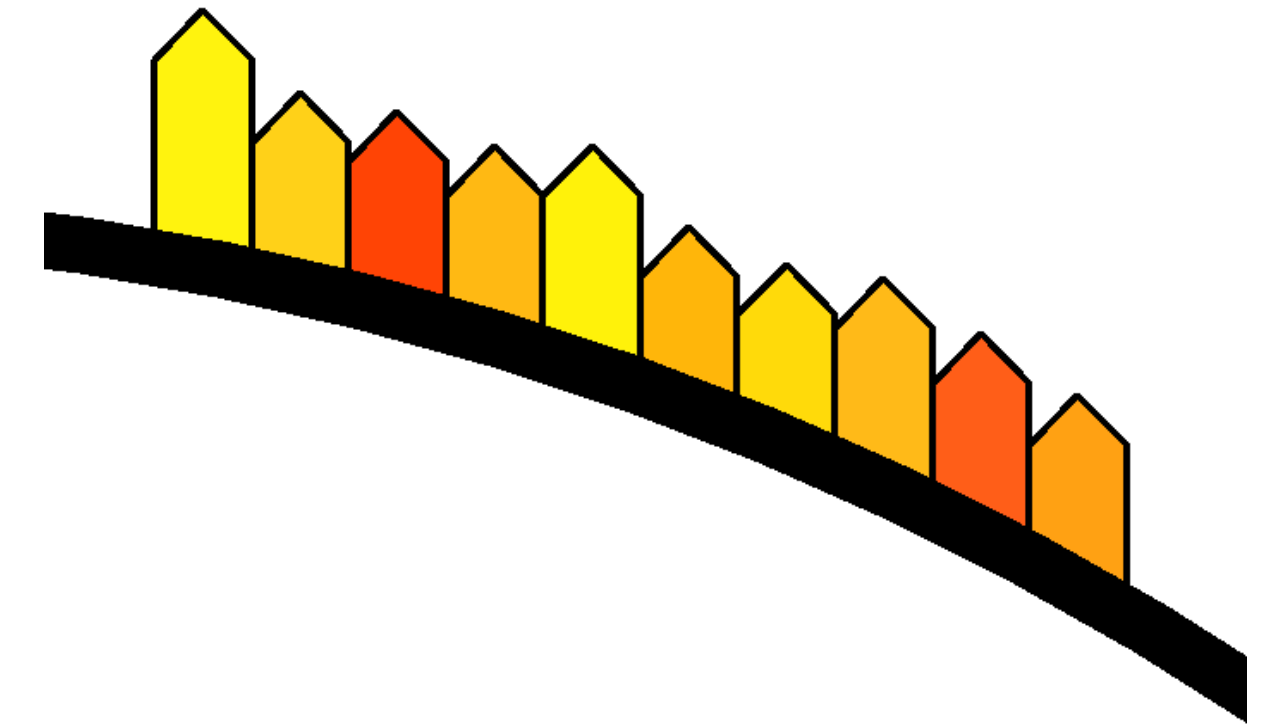
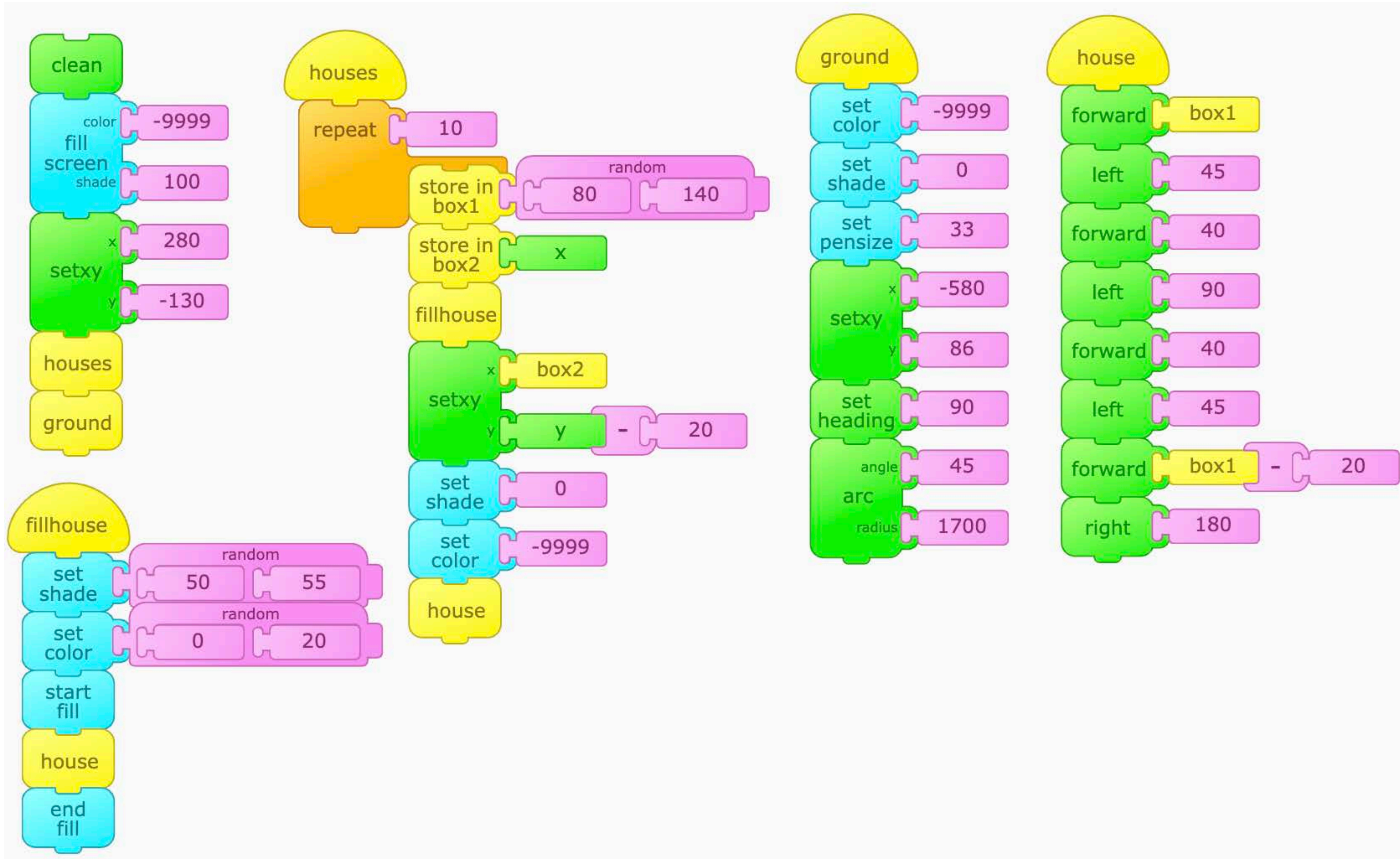
Hiding

The code blocks are as follows:

- clean:** clean, bg, rline, set color 0, birdl, set color 15, birdr, rline.
- reed:** store in box1 (random 8, 10), setxy (x: box1, y: -300), set heading (random -20, 10), store in box2 (random 300, 900), set color (random 10, 18), set shade 50, set pensize 3, angle 20, arc (radius: box2), set pensize 6, set shade (shade - 8), angle (random 5, 6), arc (radius: box2).
- body:** set pensize 170, set shade 50, repeat (pensize), forward 1, set pensize (pensize - 1), set shade (shade + .7), right (box1).
- legsl:** set pensize 10, set shade 30, setxy (x: 50, y: -246), set heading 200, forward 85, back 85, setxy (x: 94, y: -244), set heading 160, forward 85, back 85.
- legsr:** set pensize 10, set shade 30, setxy (x: -105, y: -258), set pensize 10, set shade 30, set heading 200, forward 85, back 85, setxy (x: -35, y: -258), set heading 160, forward 85, back 85.
- birdl:** set heading 300, setxy (x: -70, y: -180), store in box1 1, body, setxy (x: -85, y: -83), eye.
- birdr:** setxy (x: 70, y: -160), set heading 40, store in box1 -1, body, setxy (x: 68, y: -76), eye.
- eye:** set pensize 15, angle 360, arc (radius: 5).
- forever loop:** set color 10, store in box1 -300, if (box1 > 230) then reed, stop.
- repeat loop (1000):** forward 0, set pensize (pensize - 2), set shade (shade + .01).

62

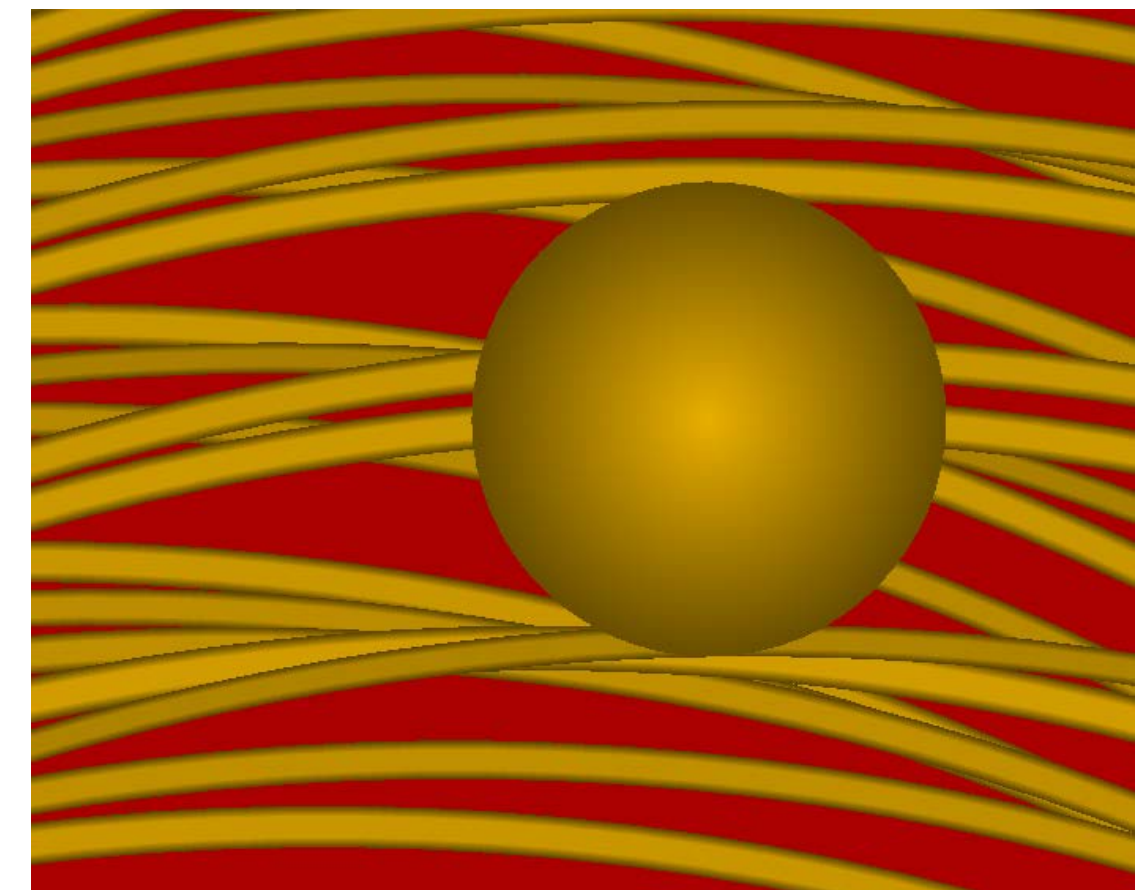
Click the set of blocks with clean on top to start the program.



Hill

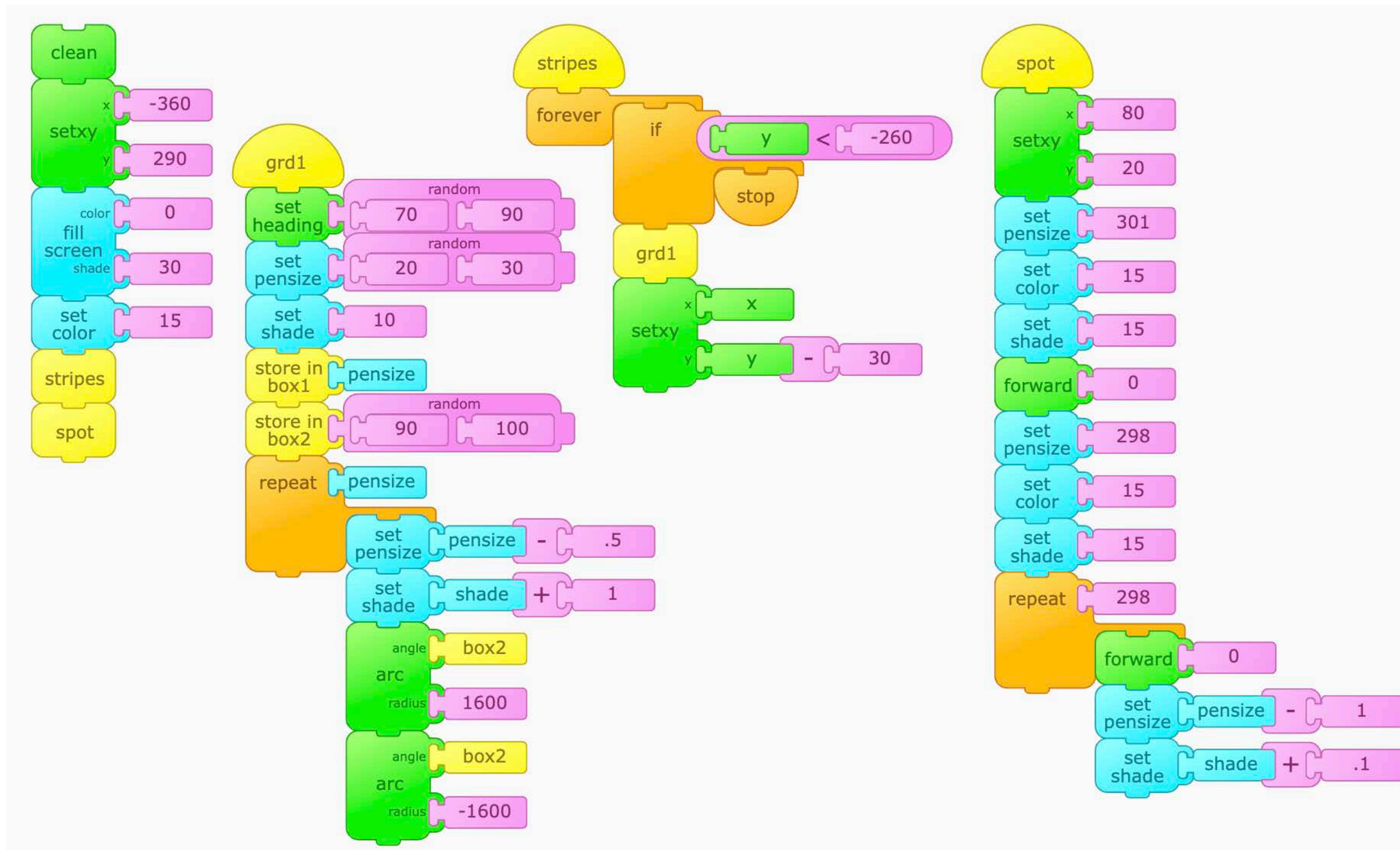
63

Click the set of blocks with `clean` on top to start the program.

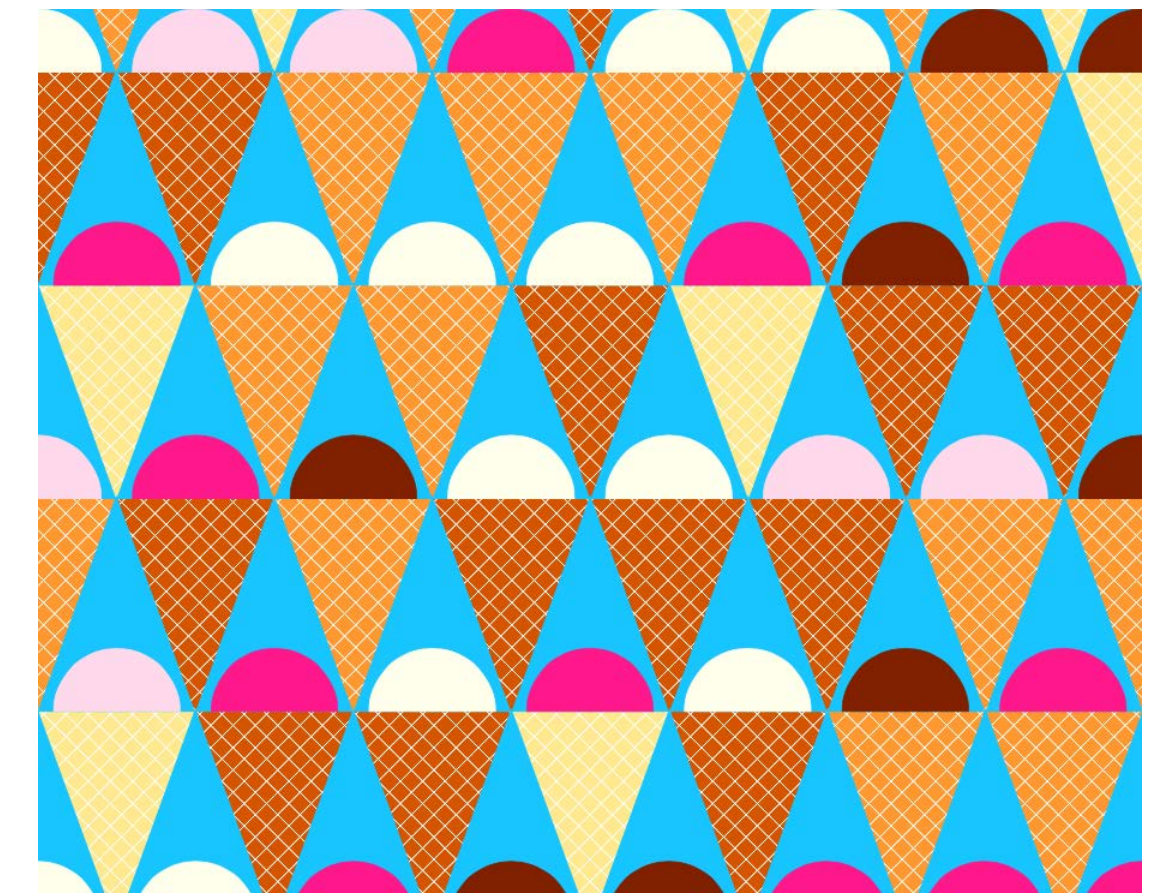
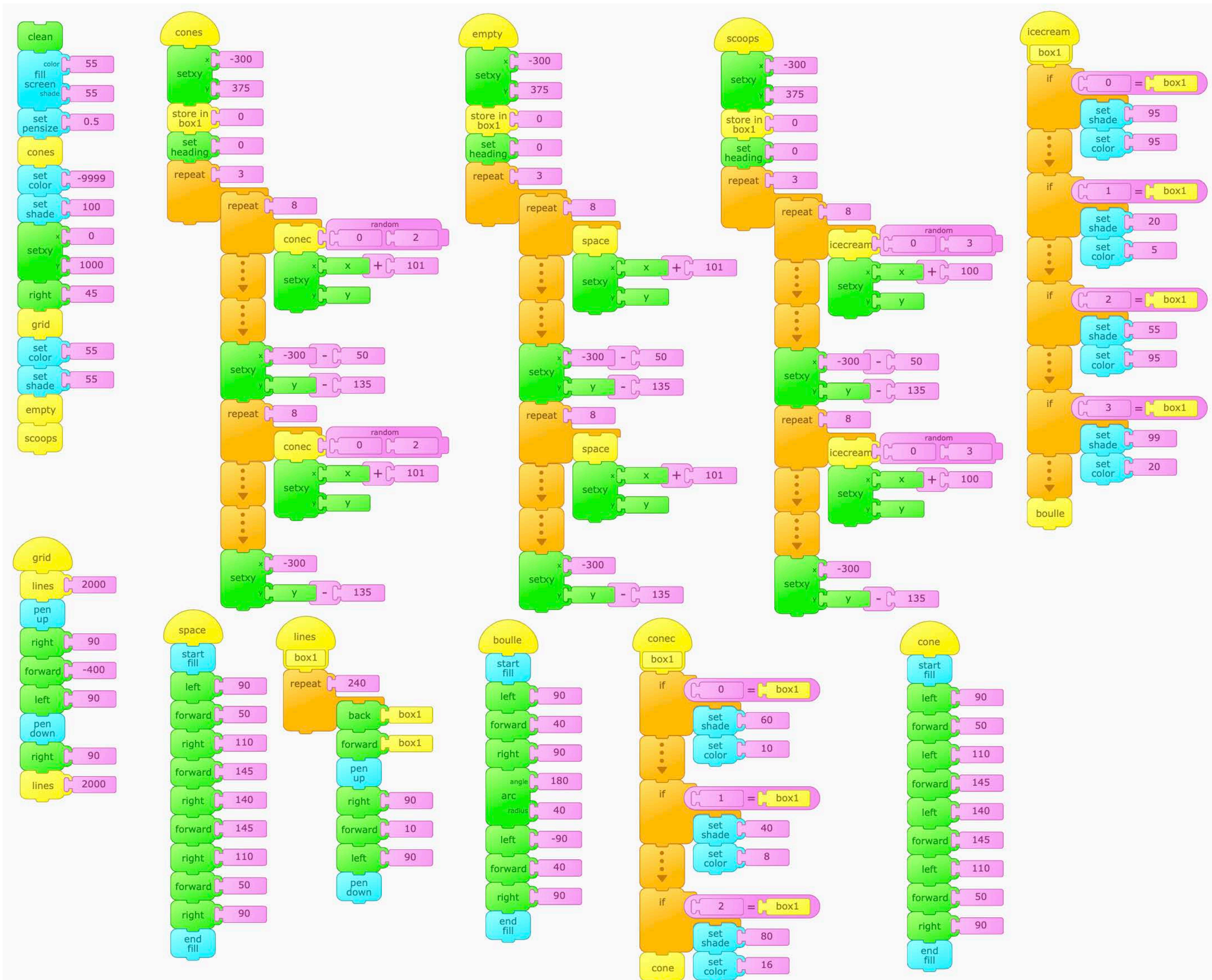


Horizon

64



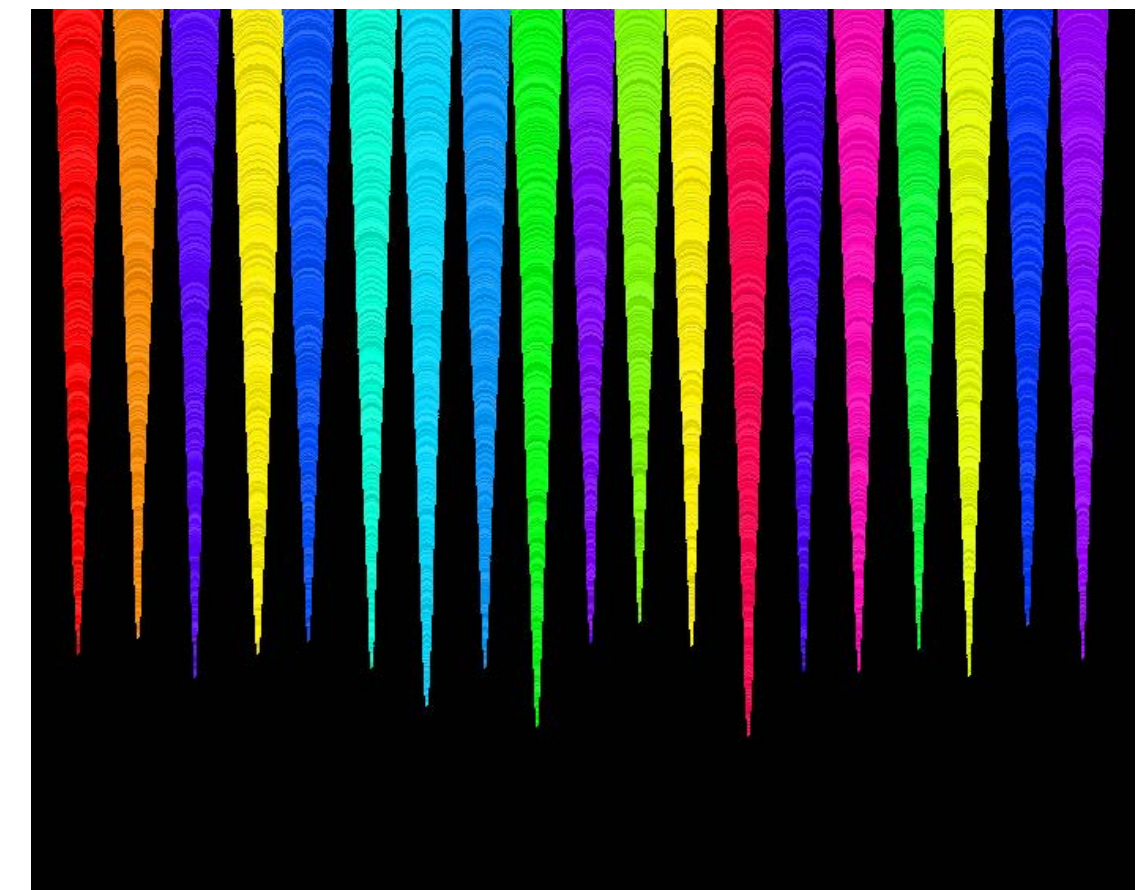
Click the set of blocks with `clean` on top to start the program.



Ice Creams

65

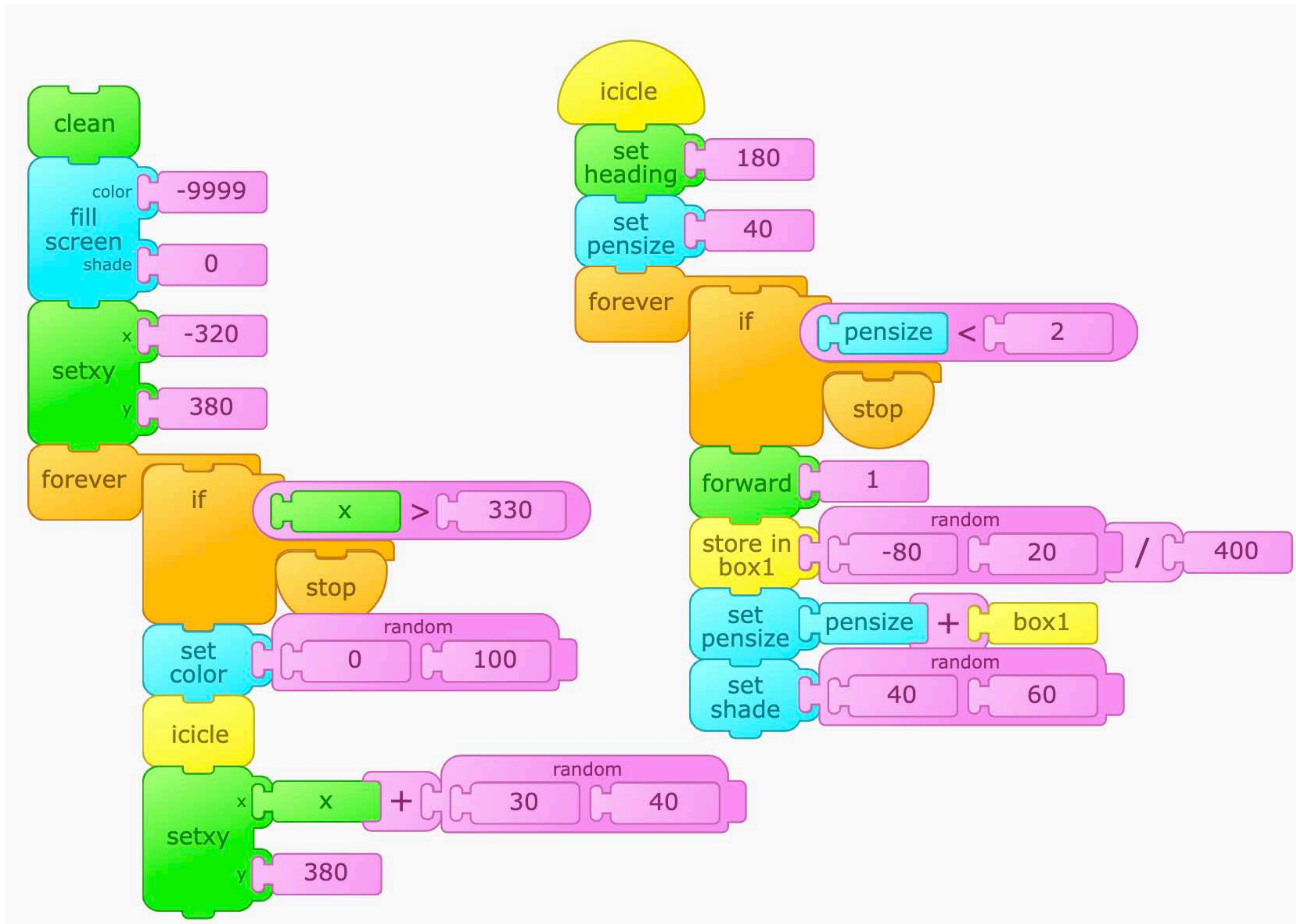
Click the set of blocks with clean on top to start the program.

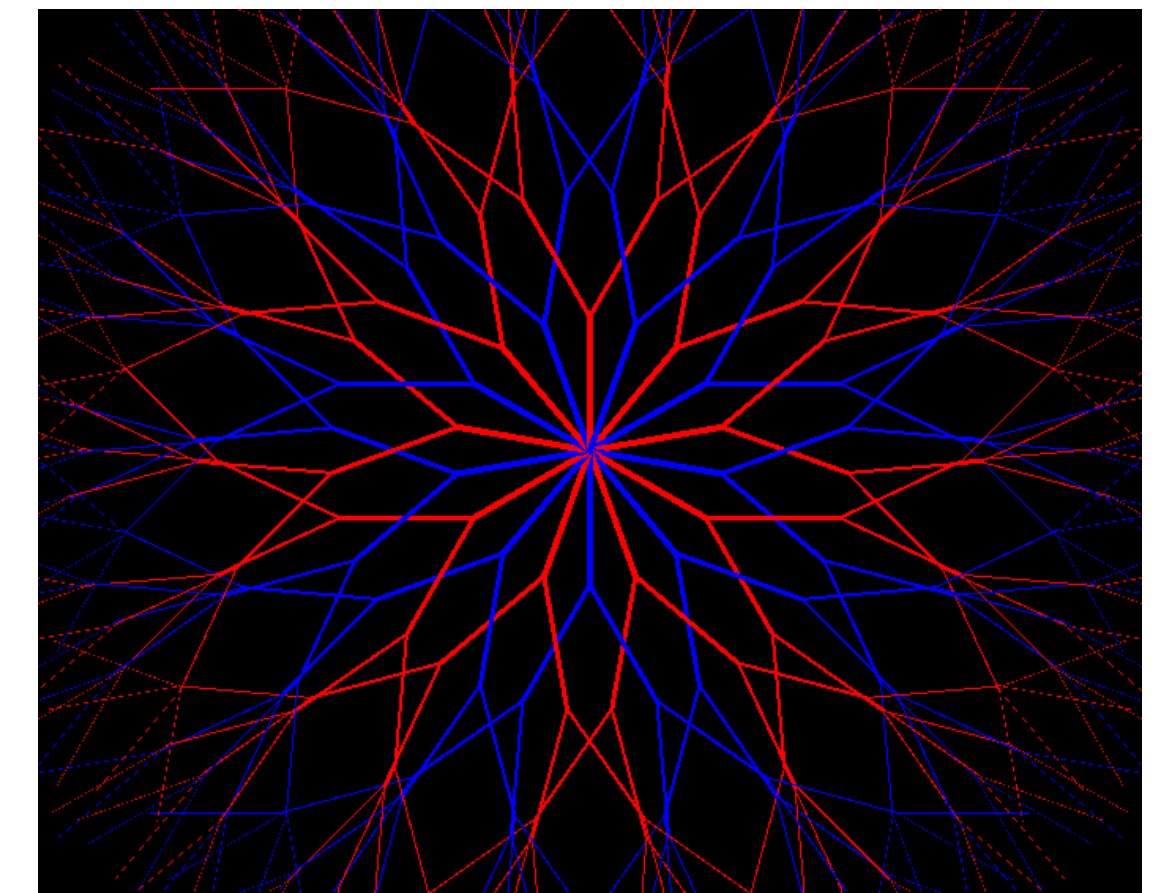
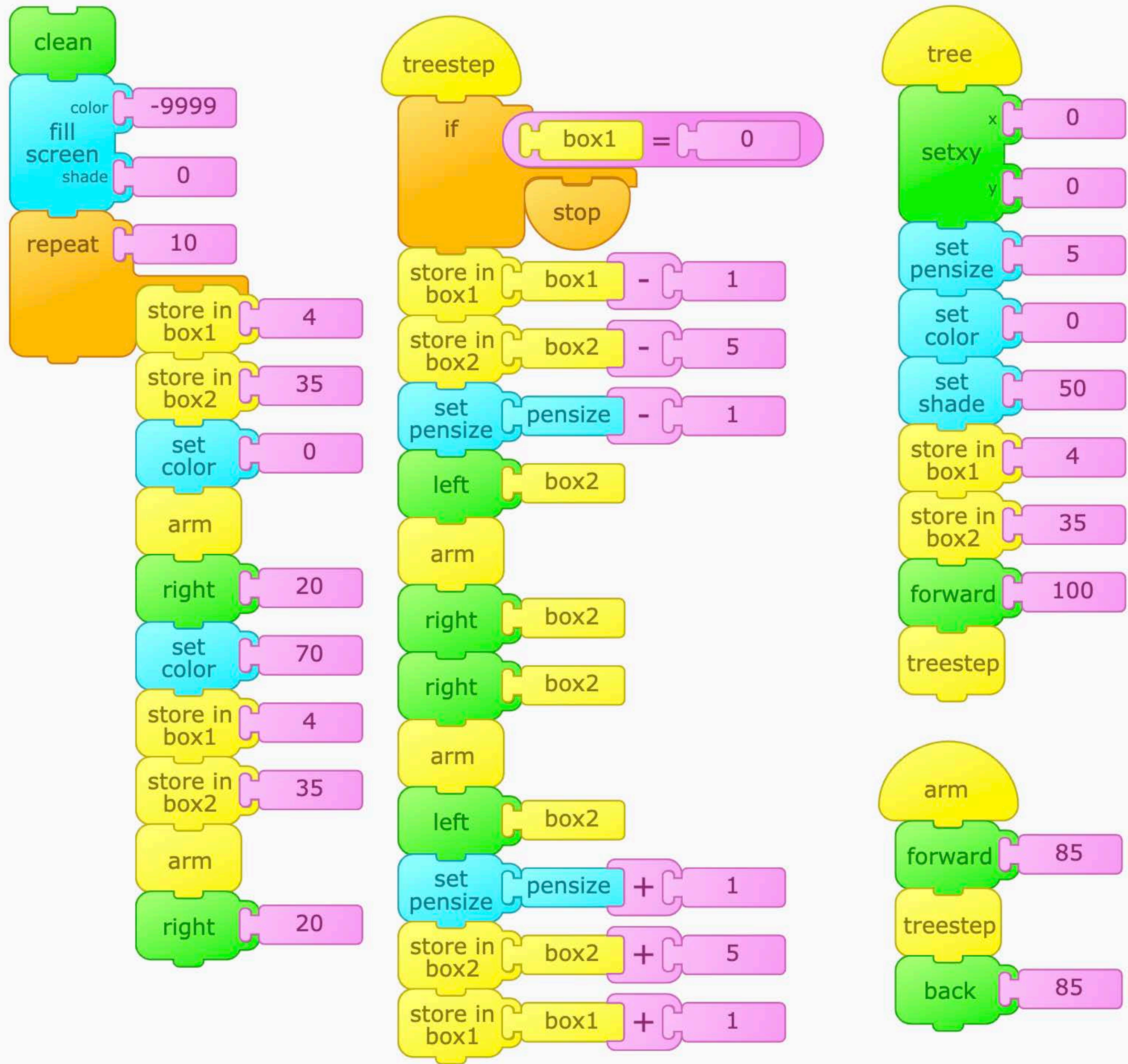


Icicles

66

Click the set of blocks with `clean` on top to start the program.

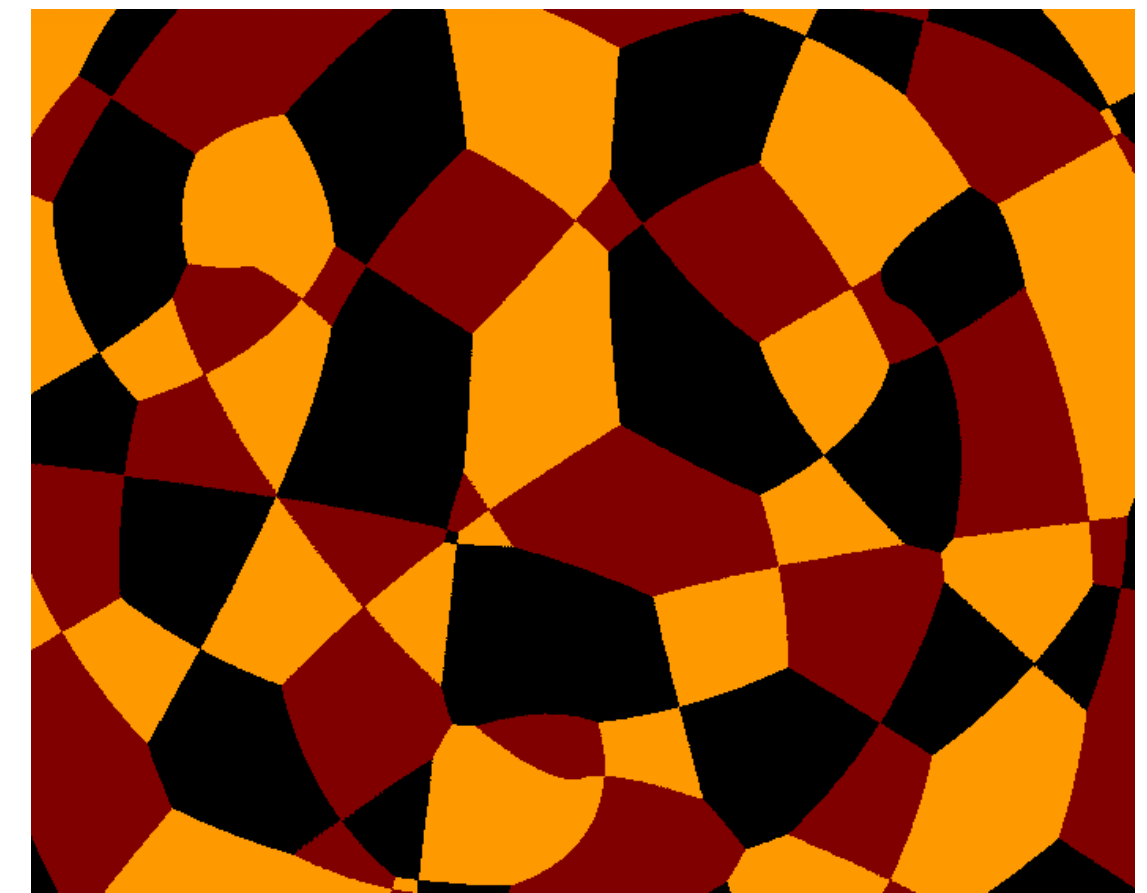
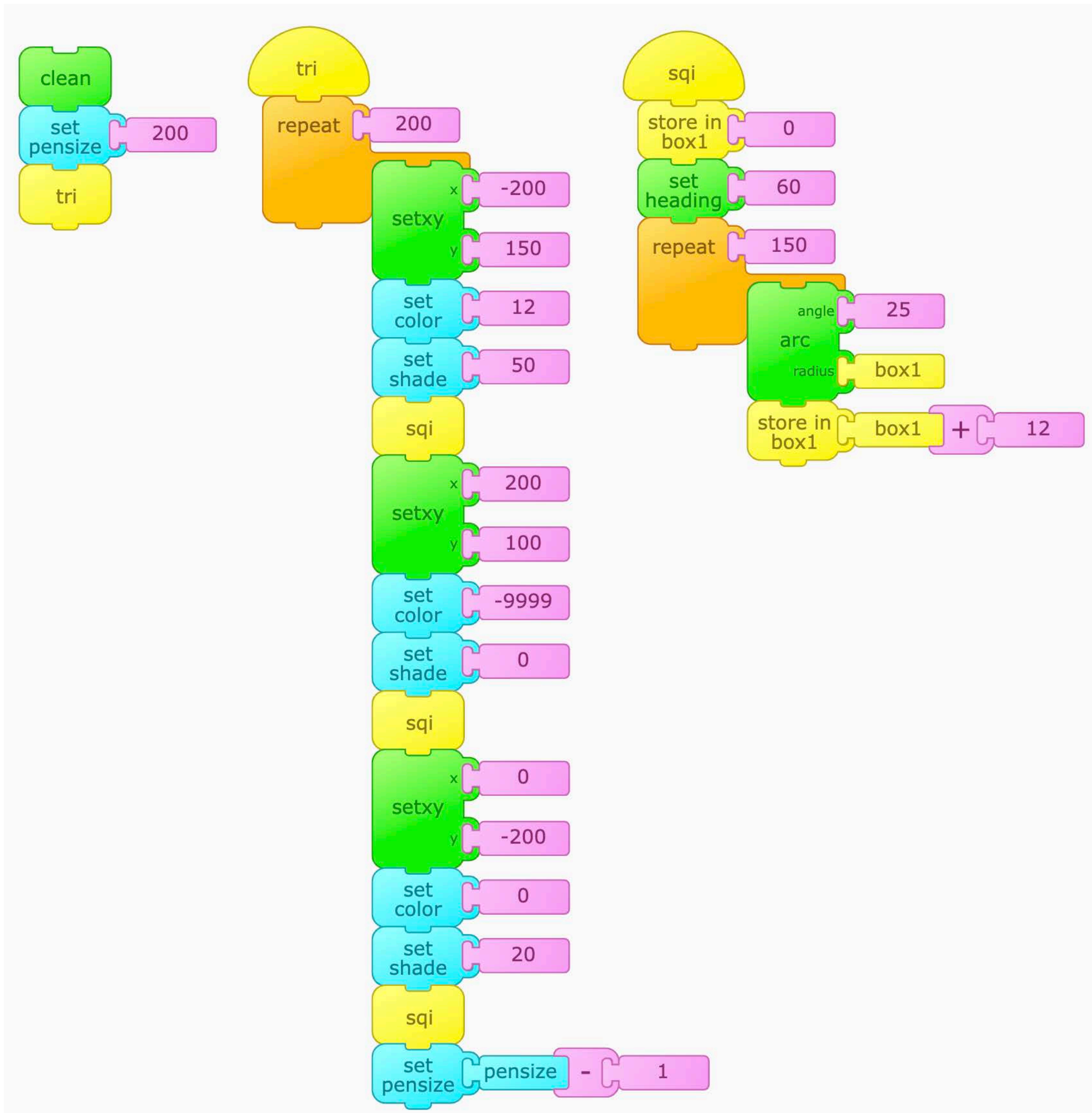




Kekeya

67

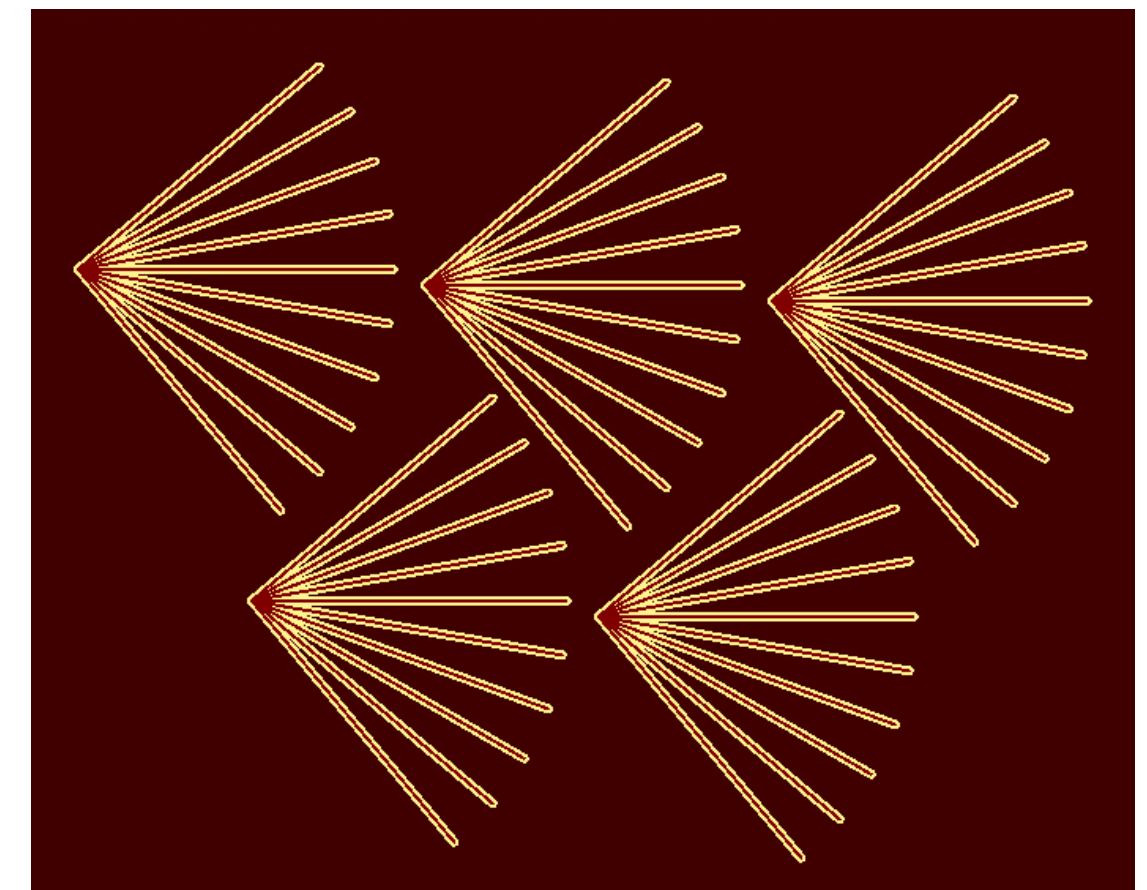
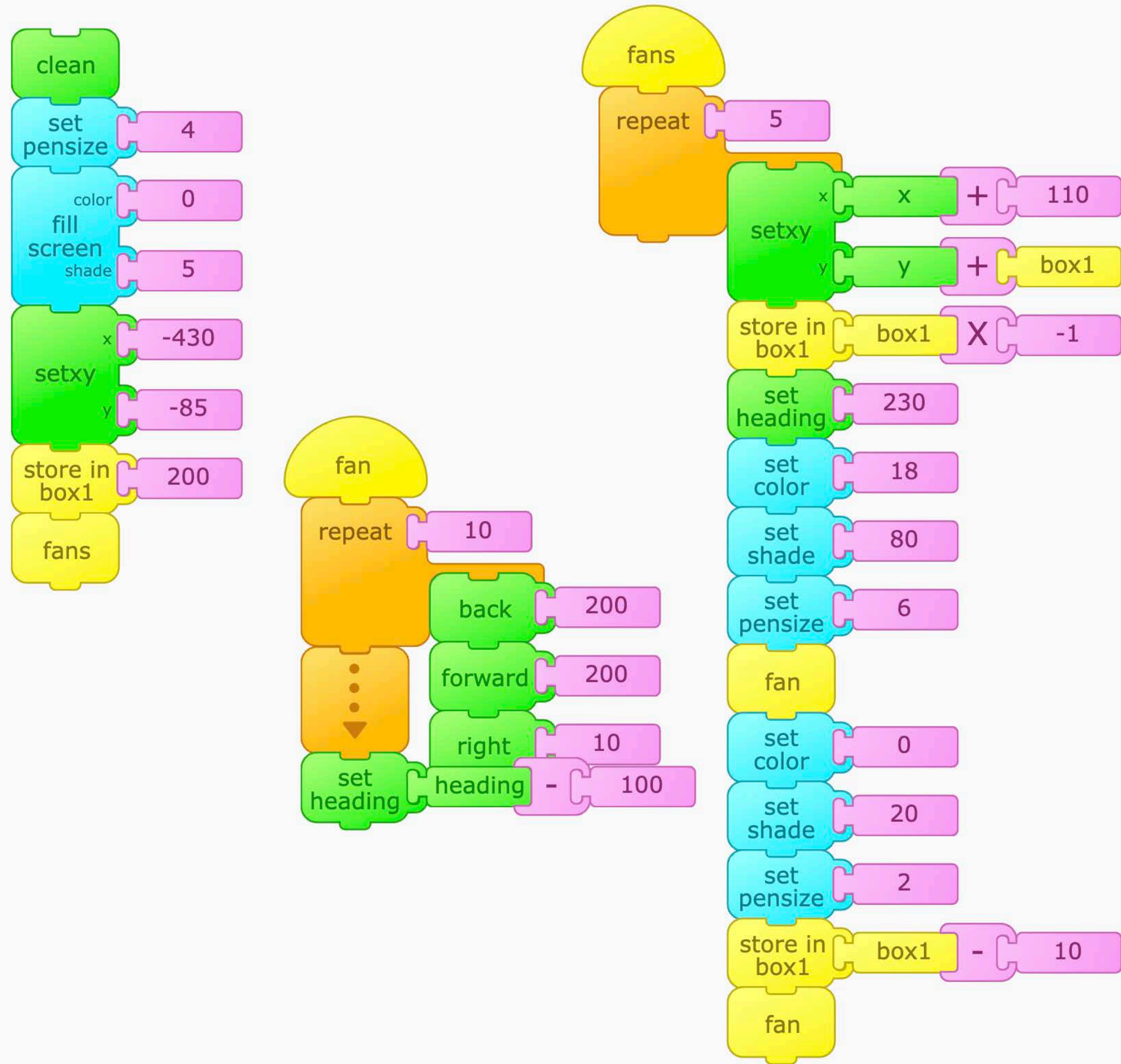
Click the set of blocks with clean on top to start the program.



Kivism

68

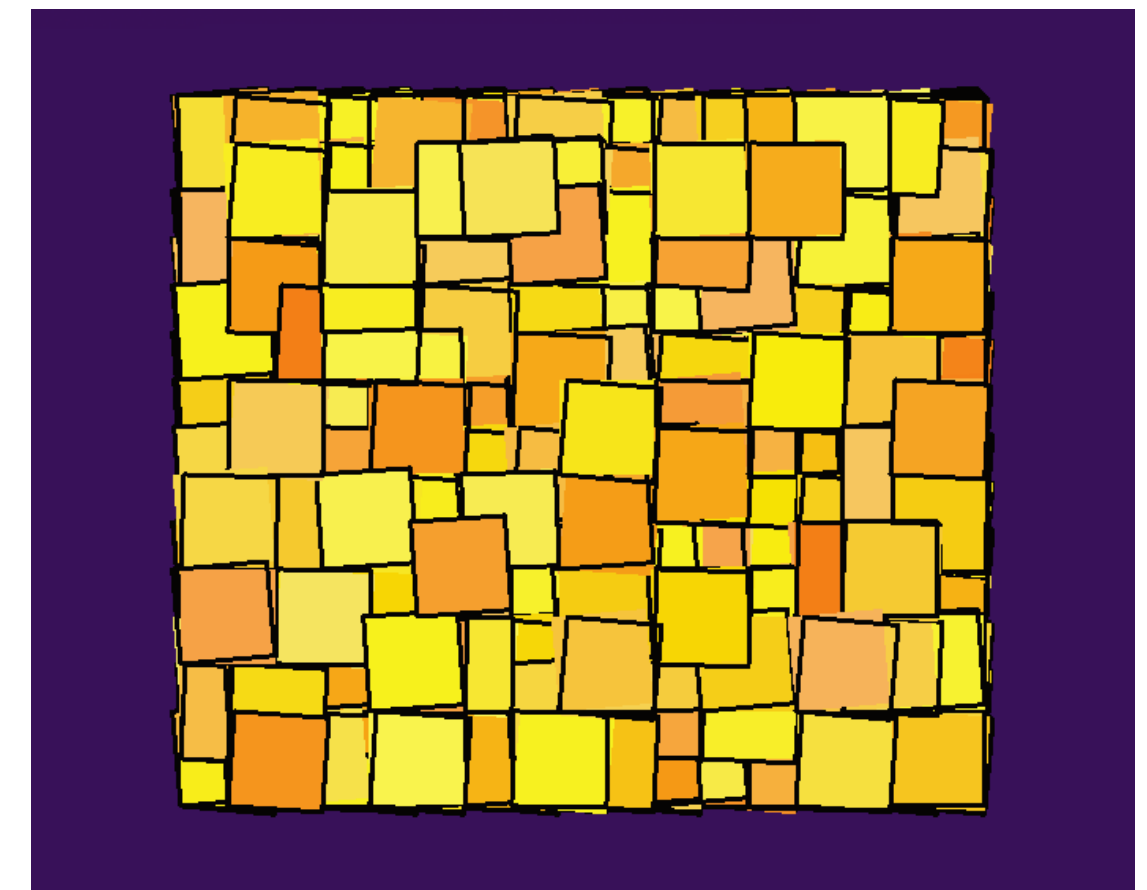
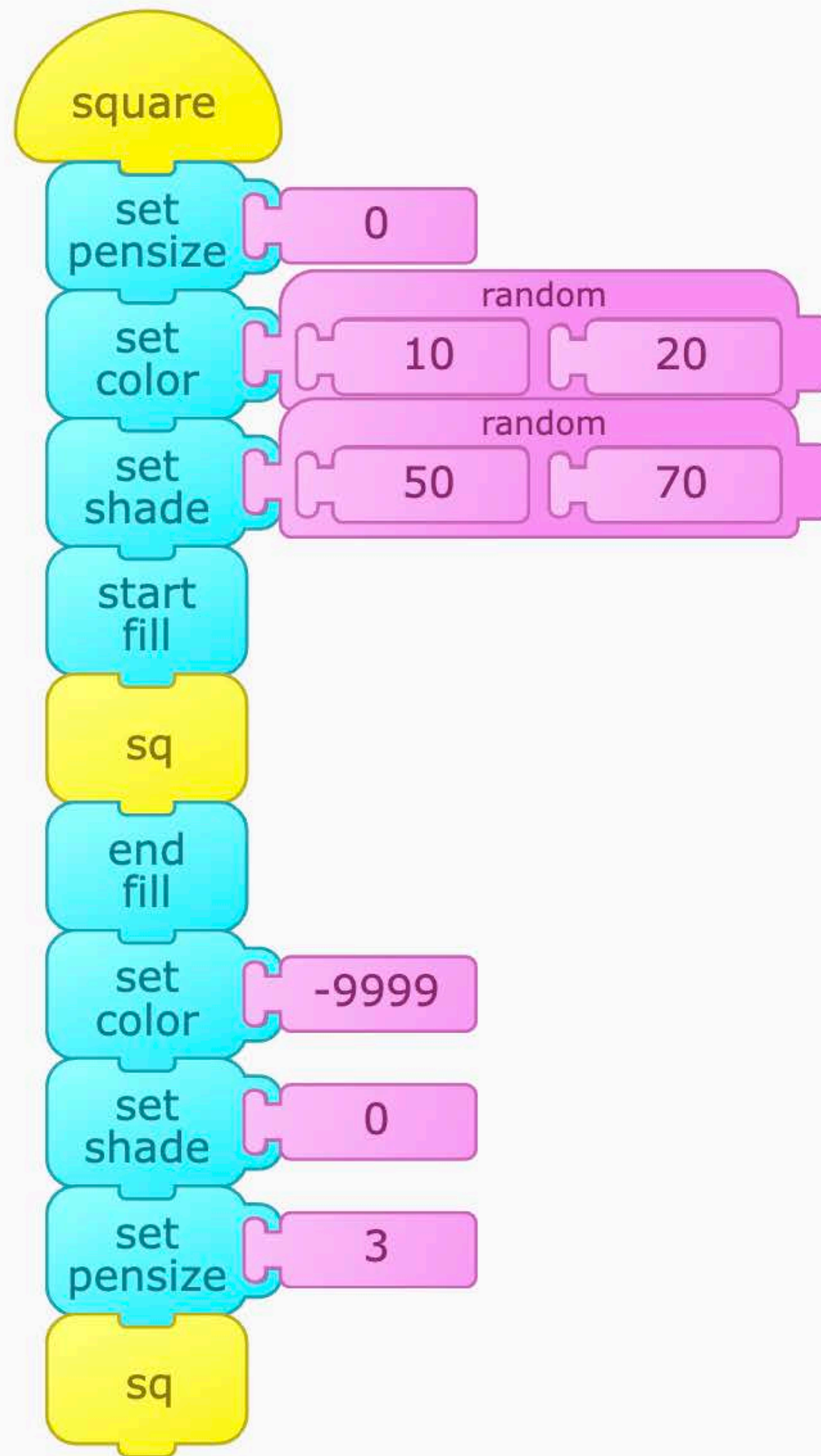
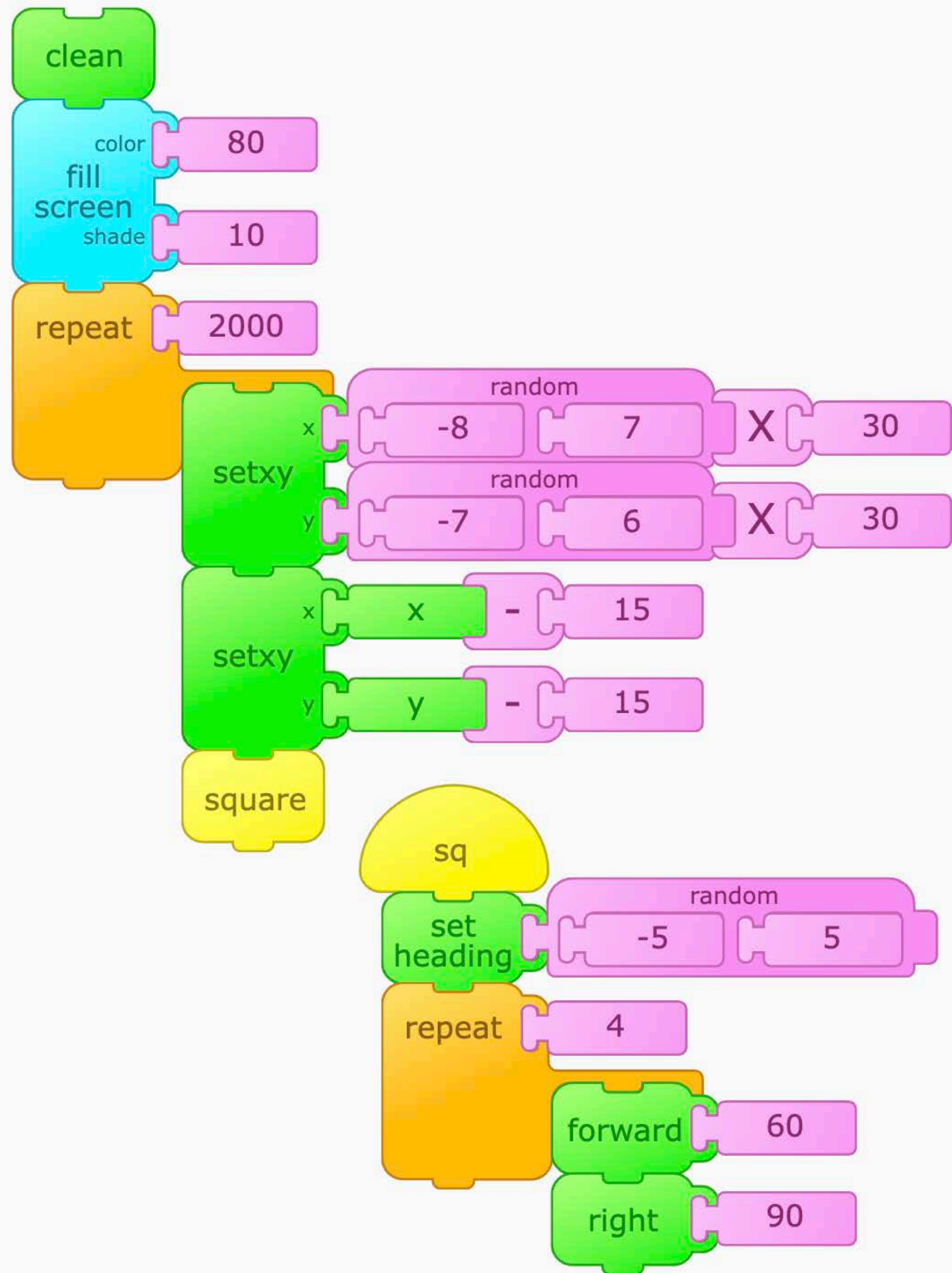
Click the set of blocks with `clean` on top to start the program.



Lamp Fish

69

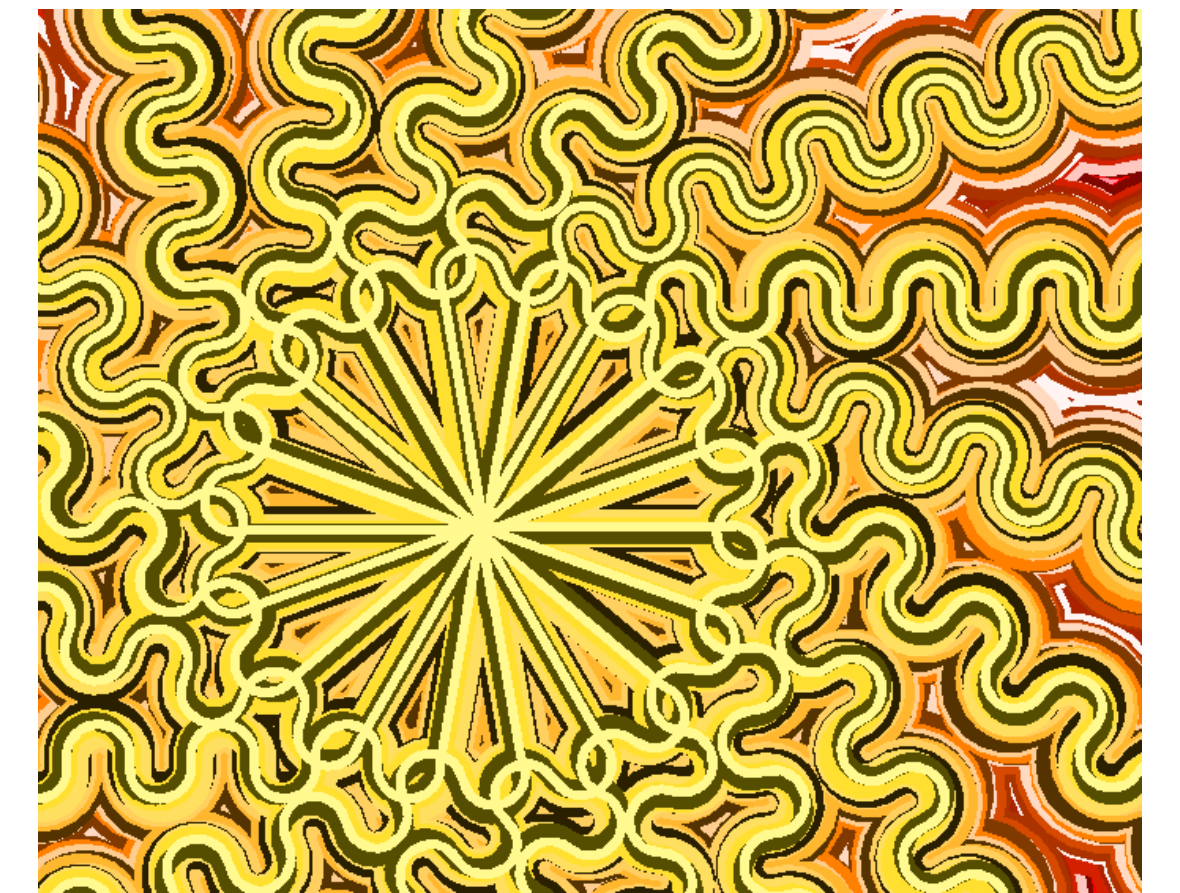
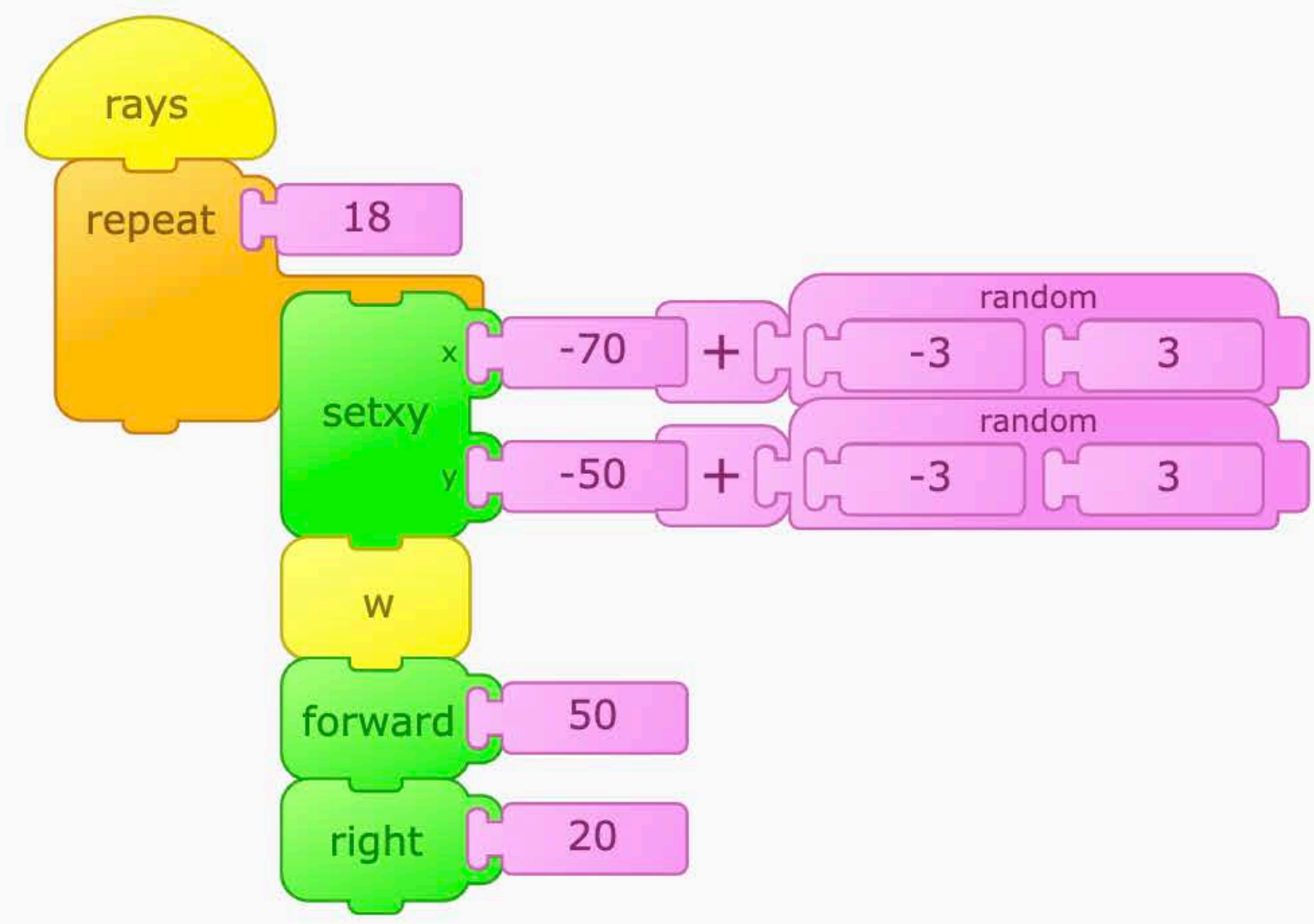
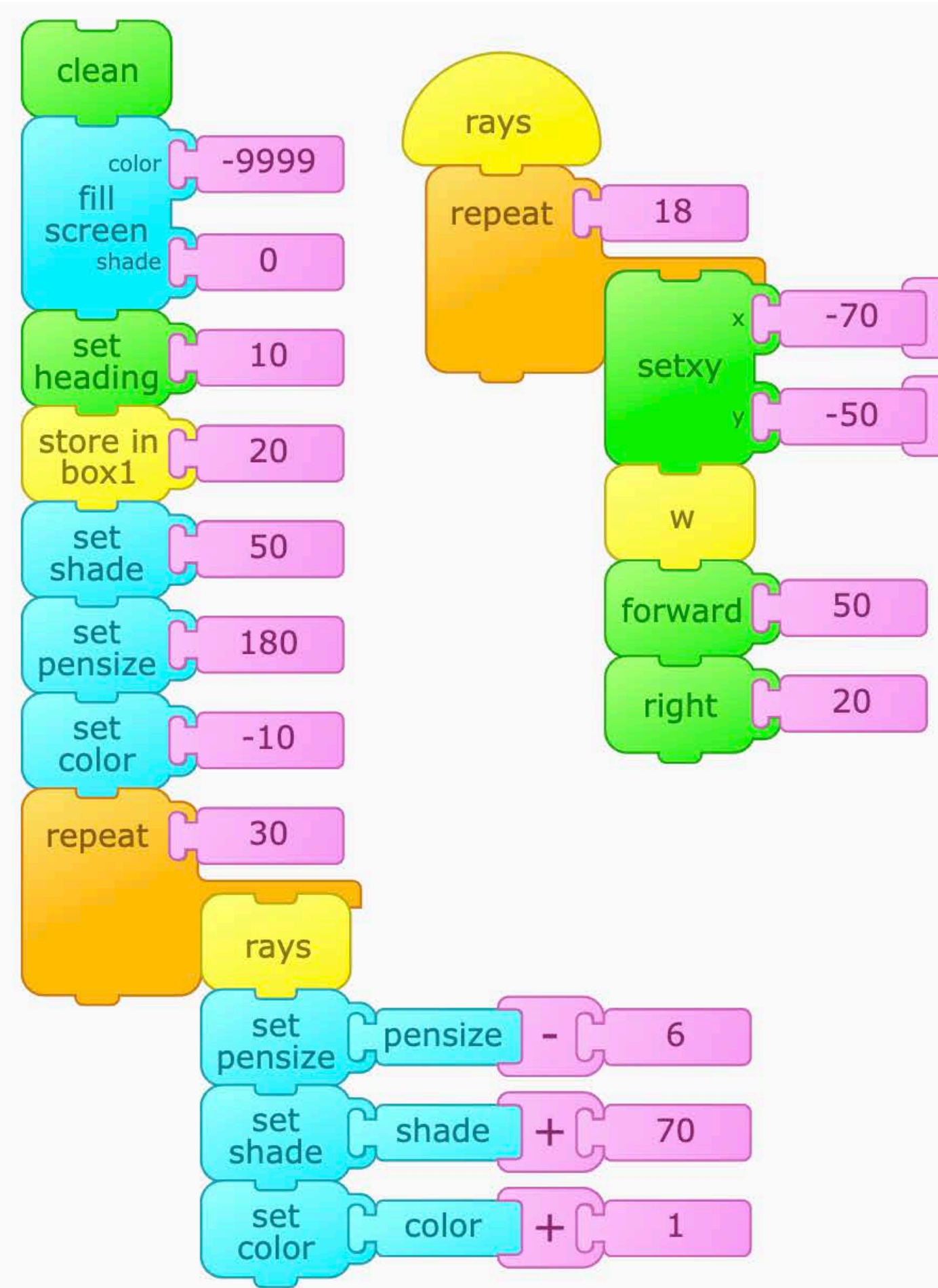
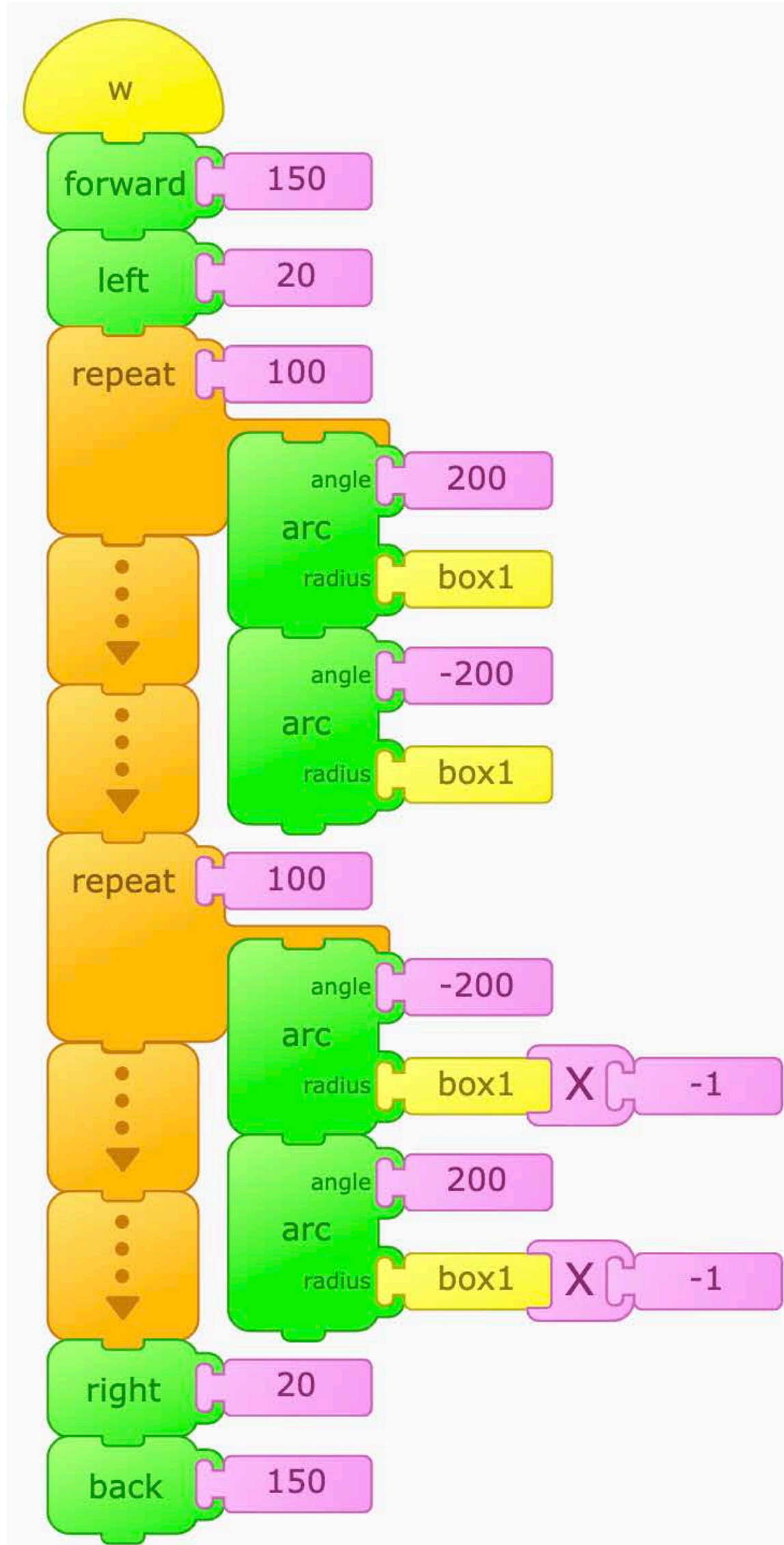
Click the set of blocks with `clean` on top to start the program.



Latin Square

70

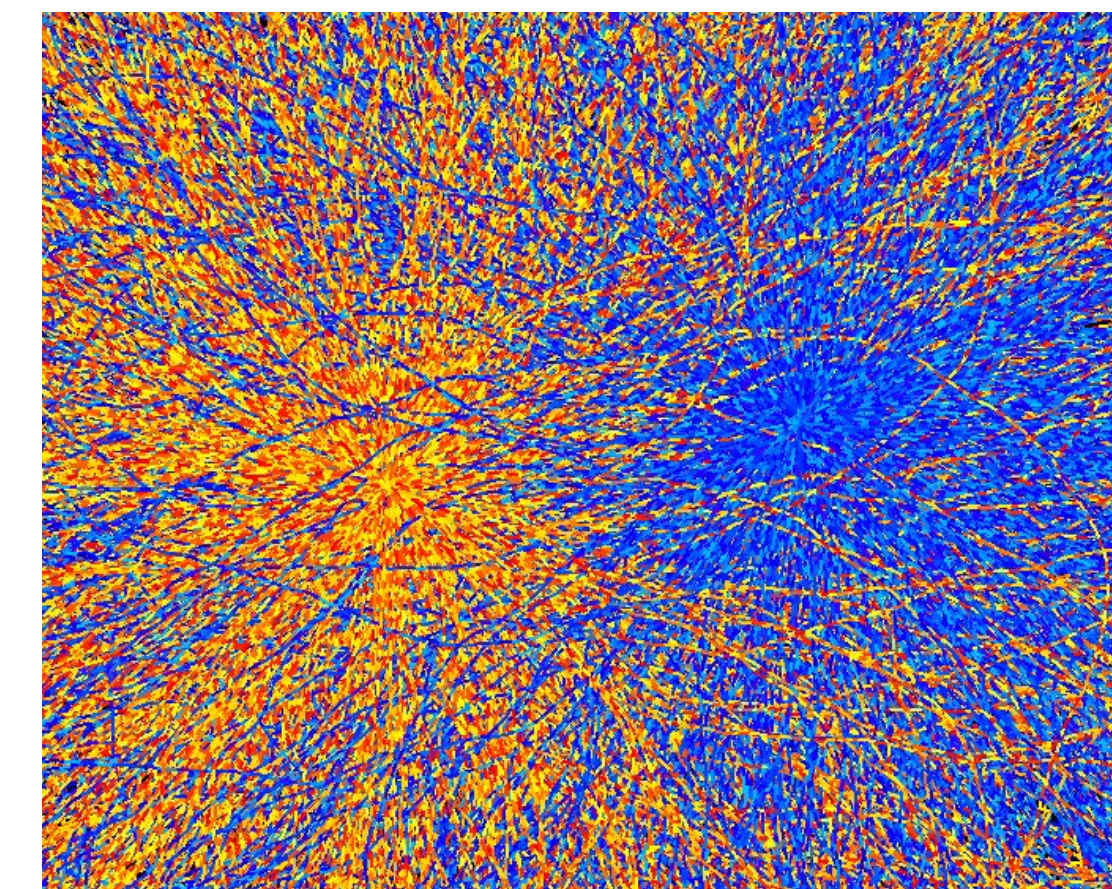
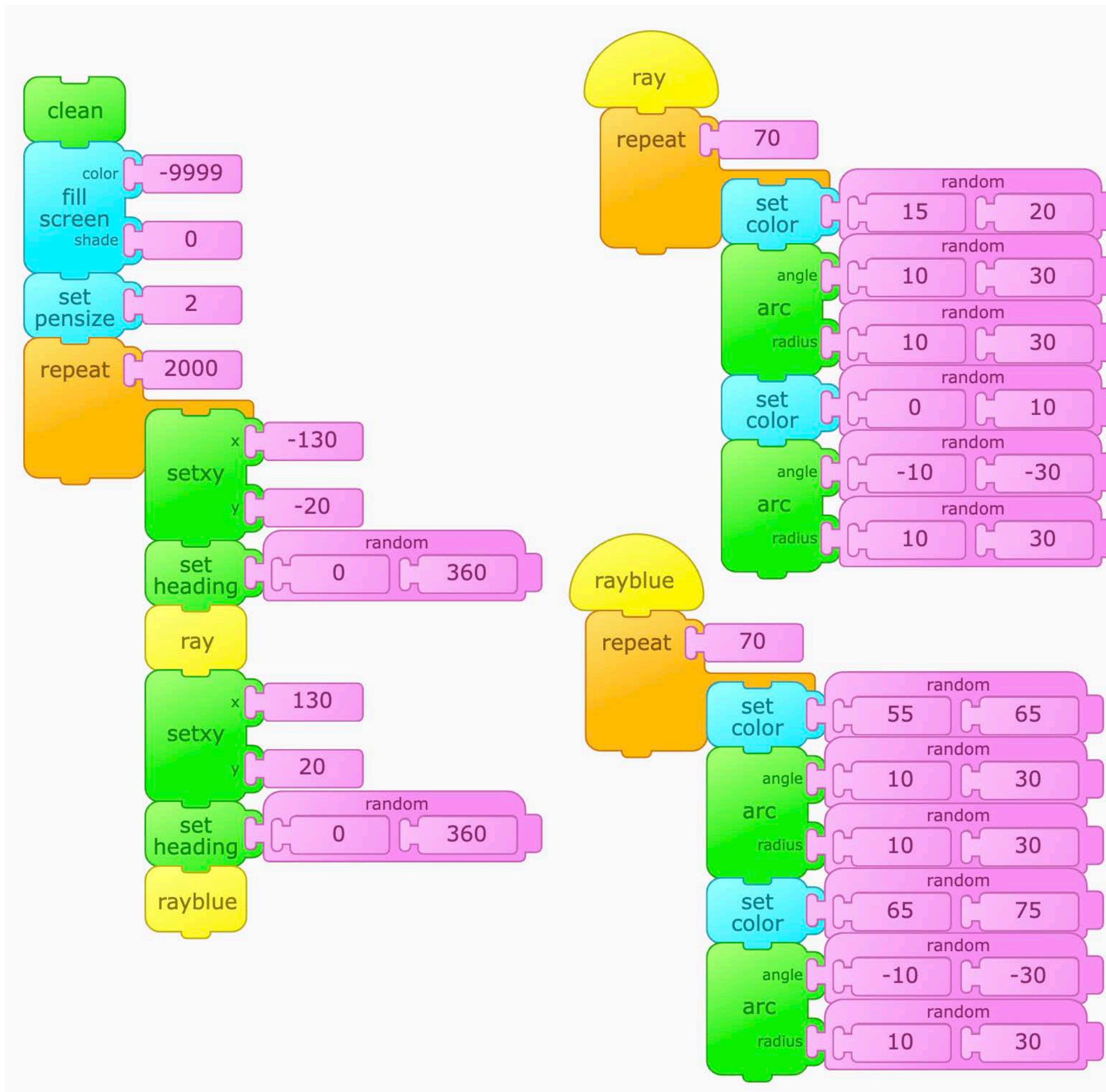
Click the set of blocks with `clean` on top to start the program.



Launch Pad

71

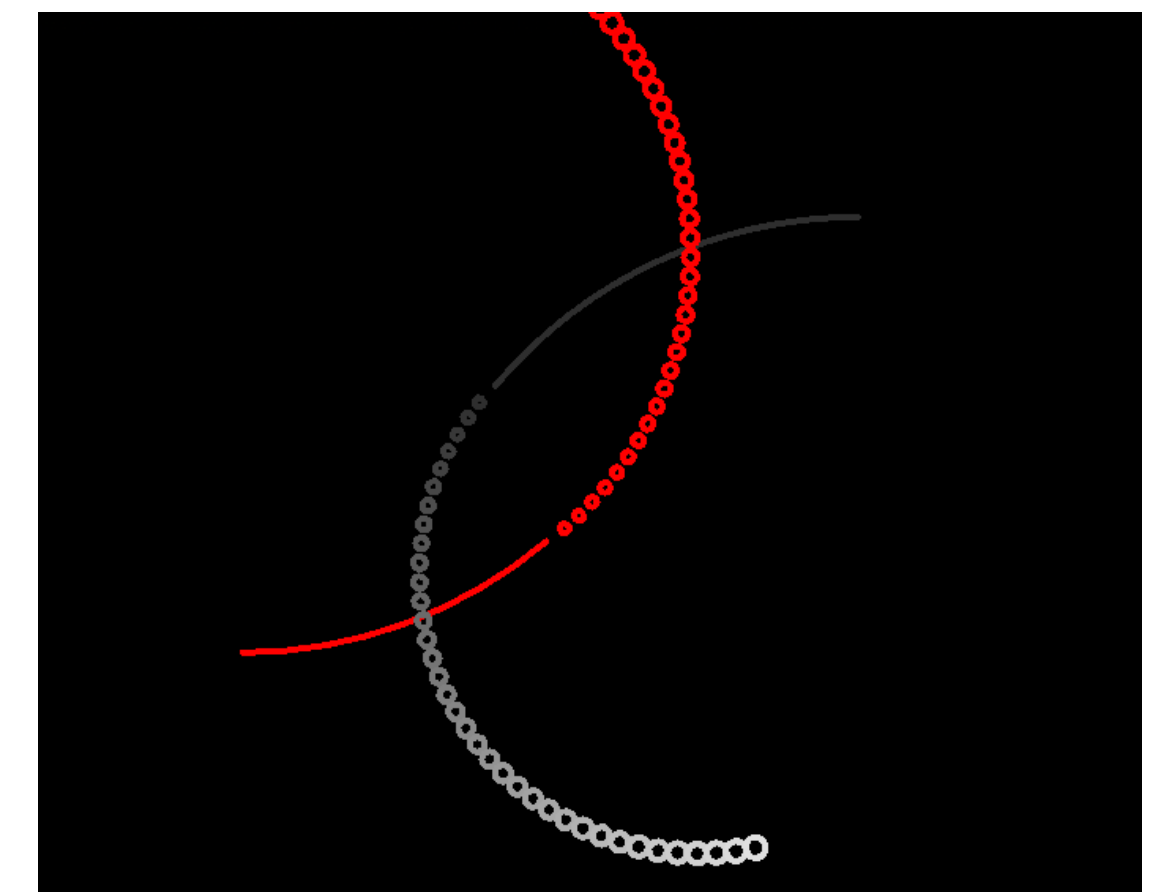
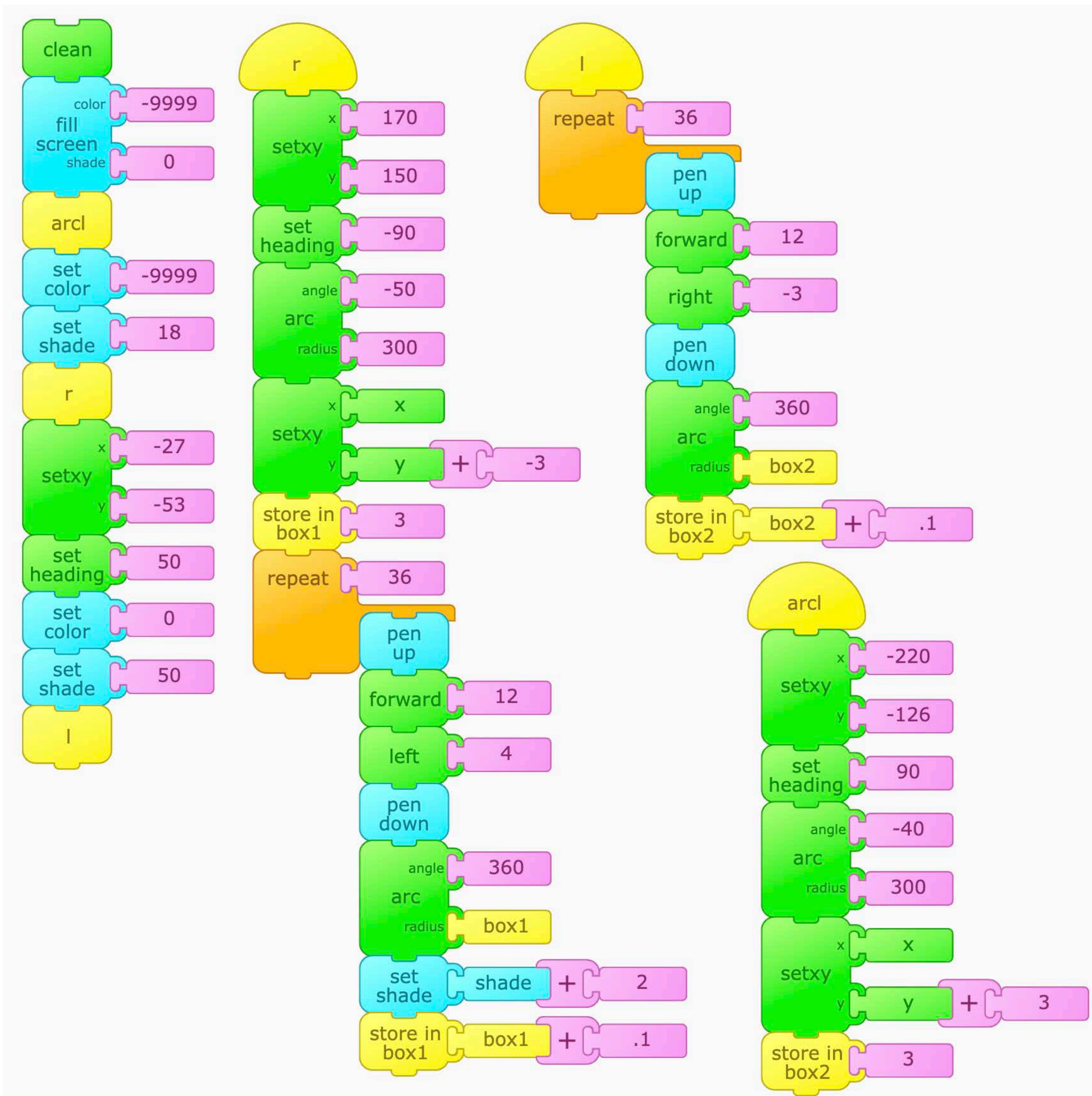
Click the set of blocks with clean on top to start the program.



Leopard

72

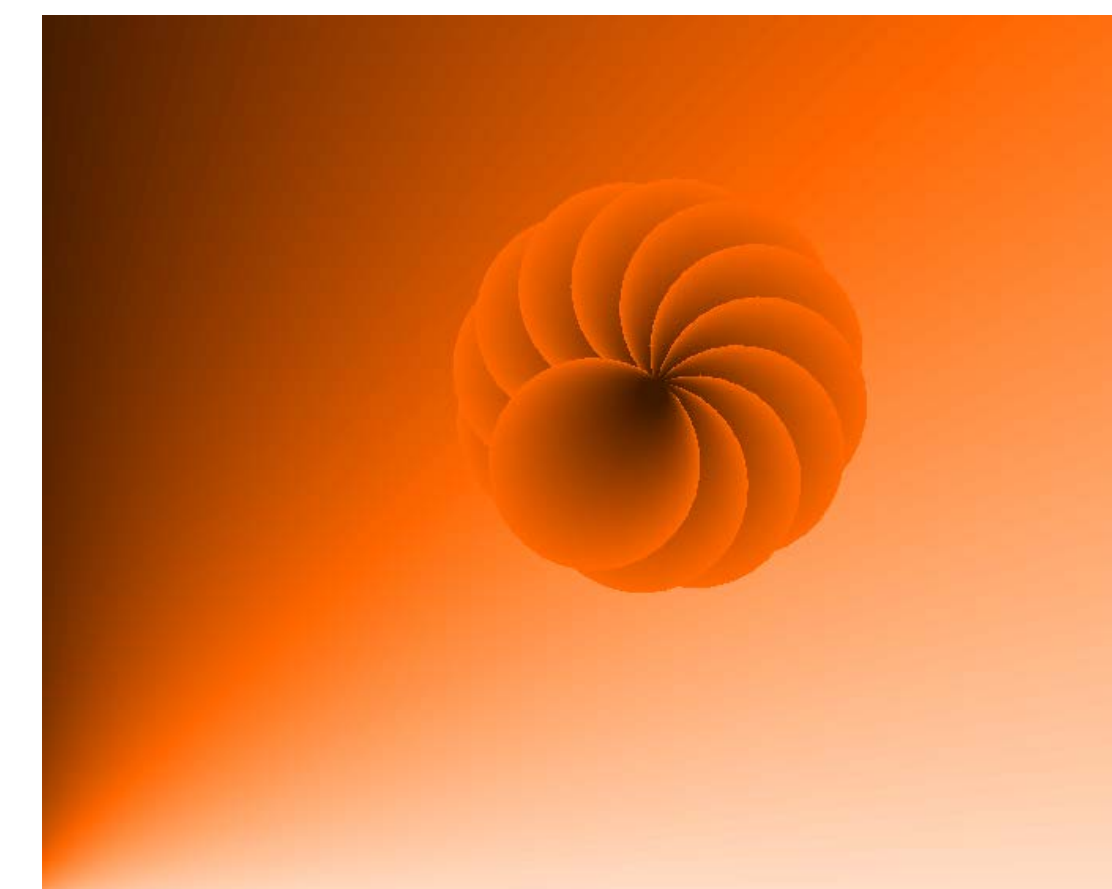
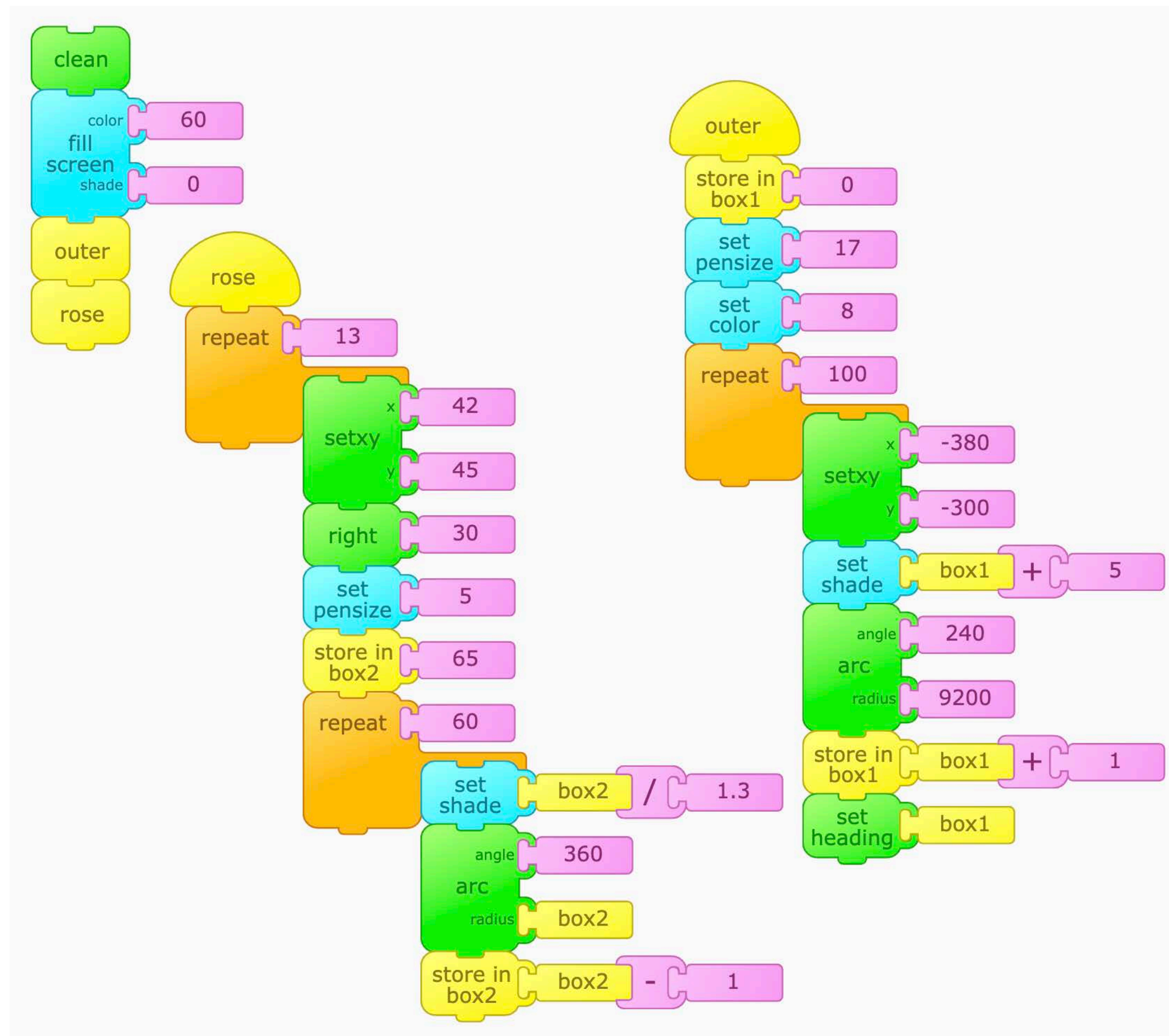
Click the set of blocks with `clean` on top to start the program.



Letting Go

73

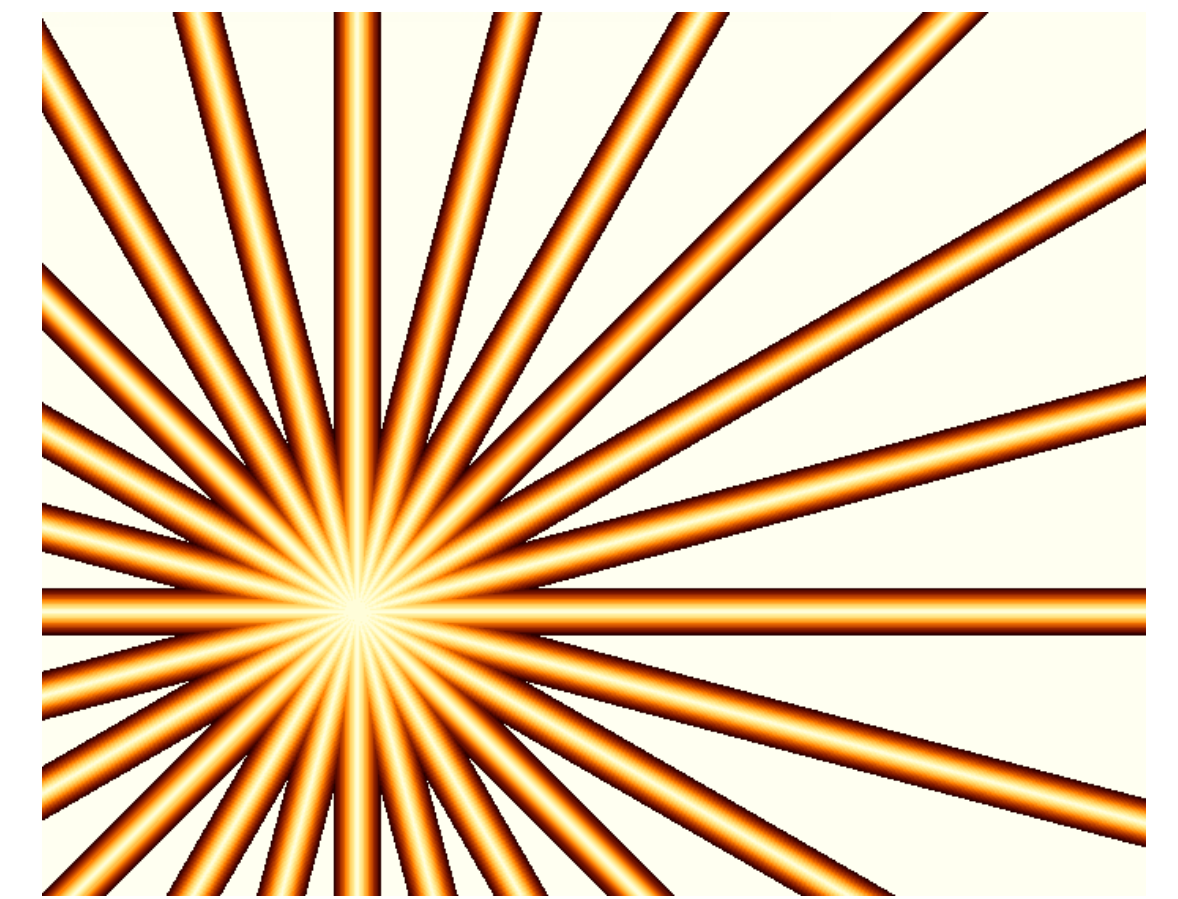
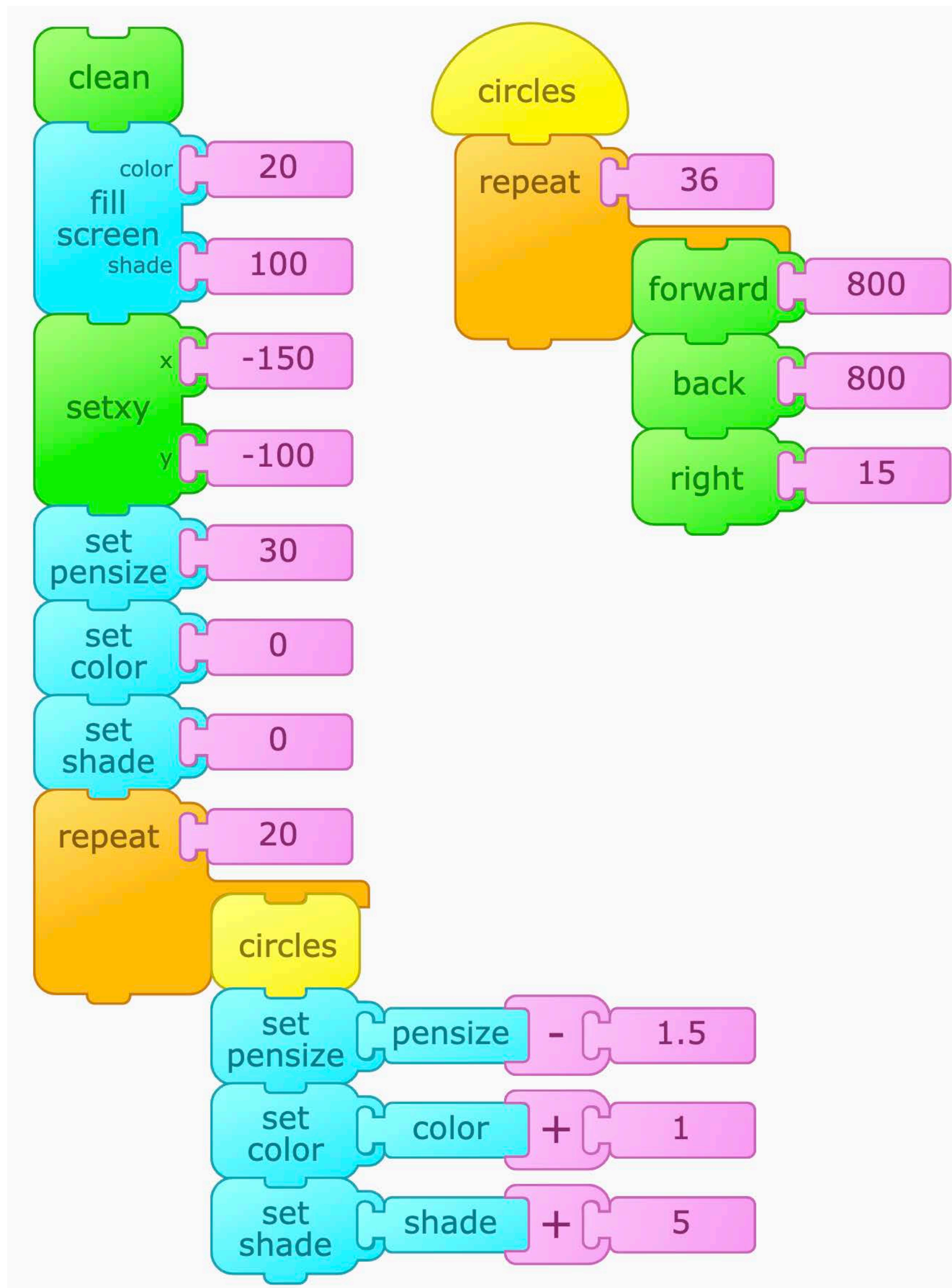
Click the set of blocks with `clean` on top to start the program.



Life Star

74

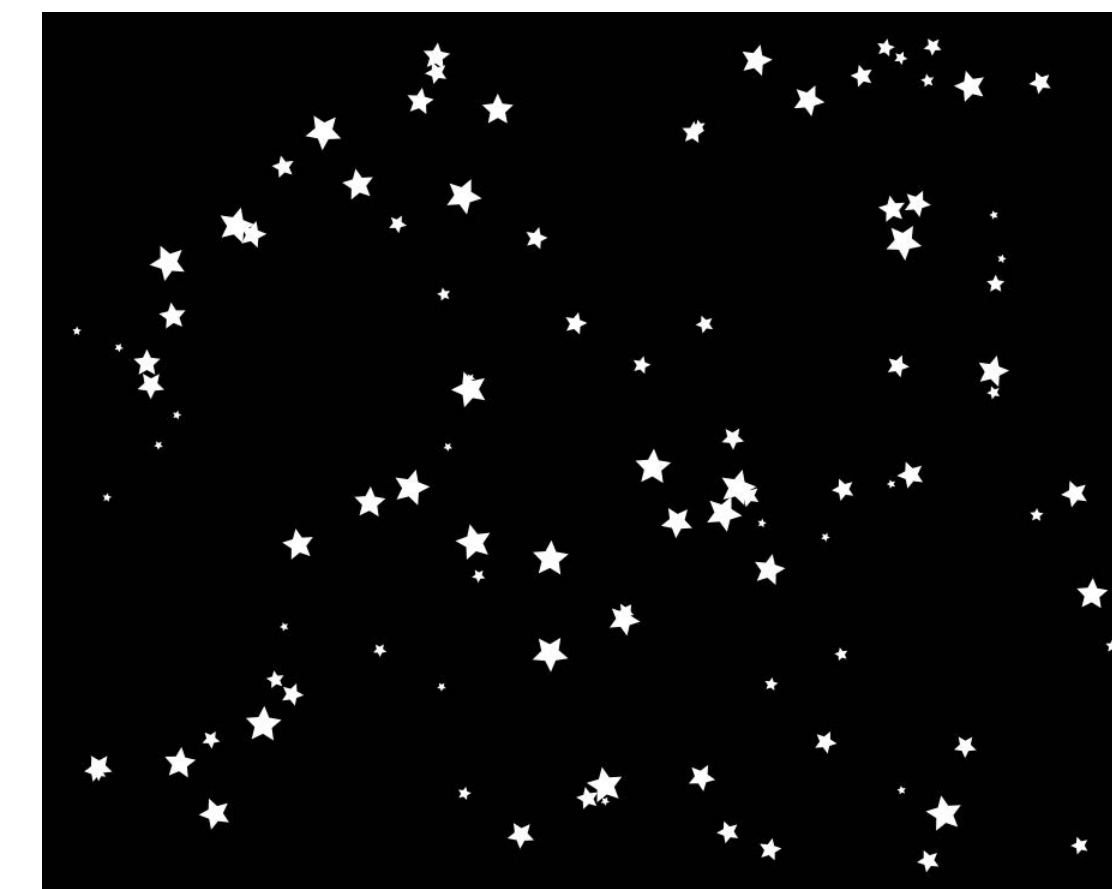
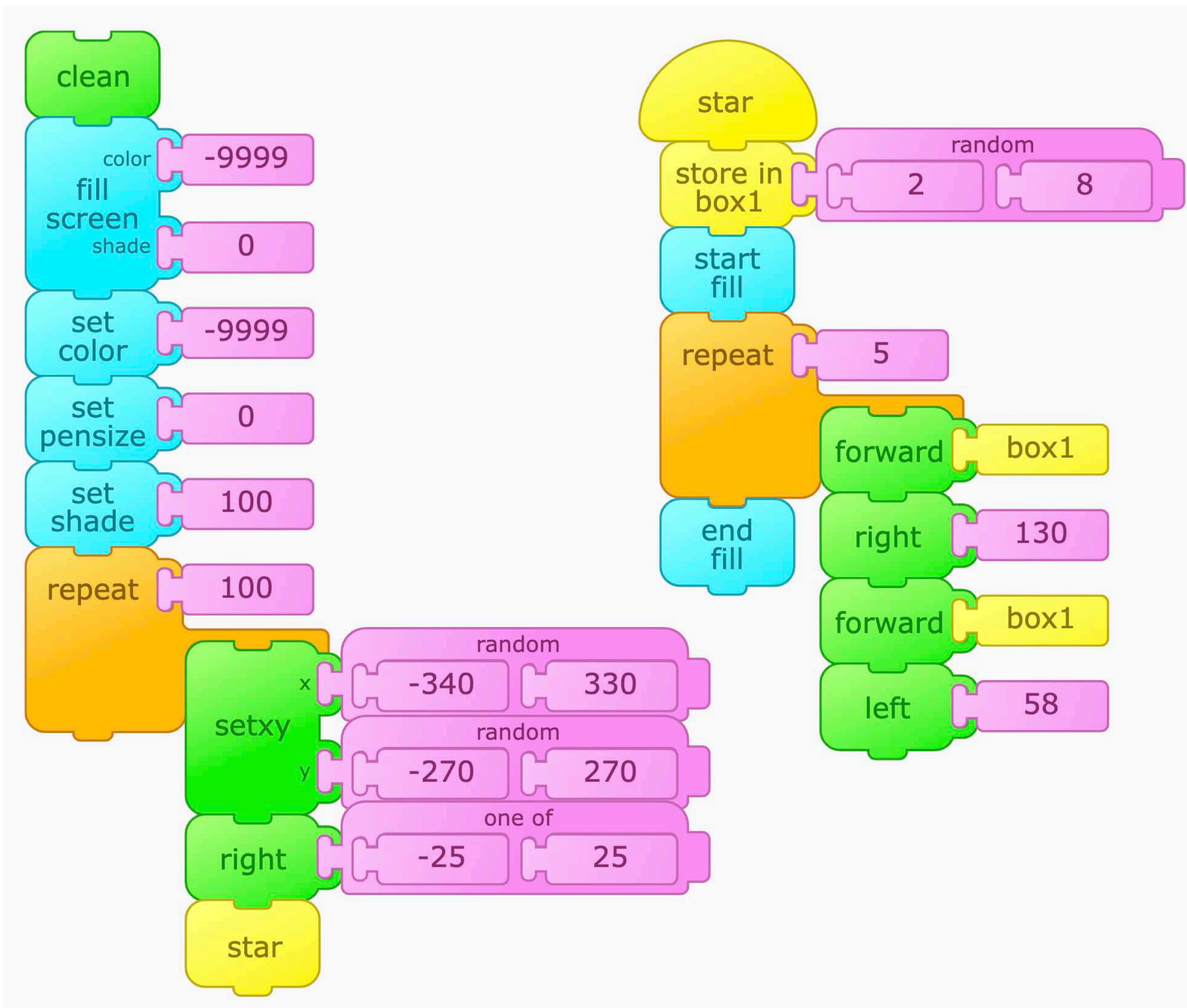
Click the set of blocks with `clean` on top to start the program.



Lions Teeth

75

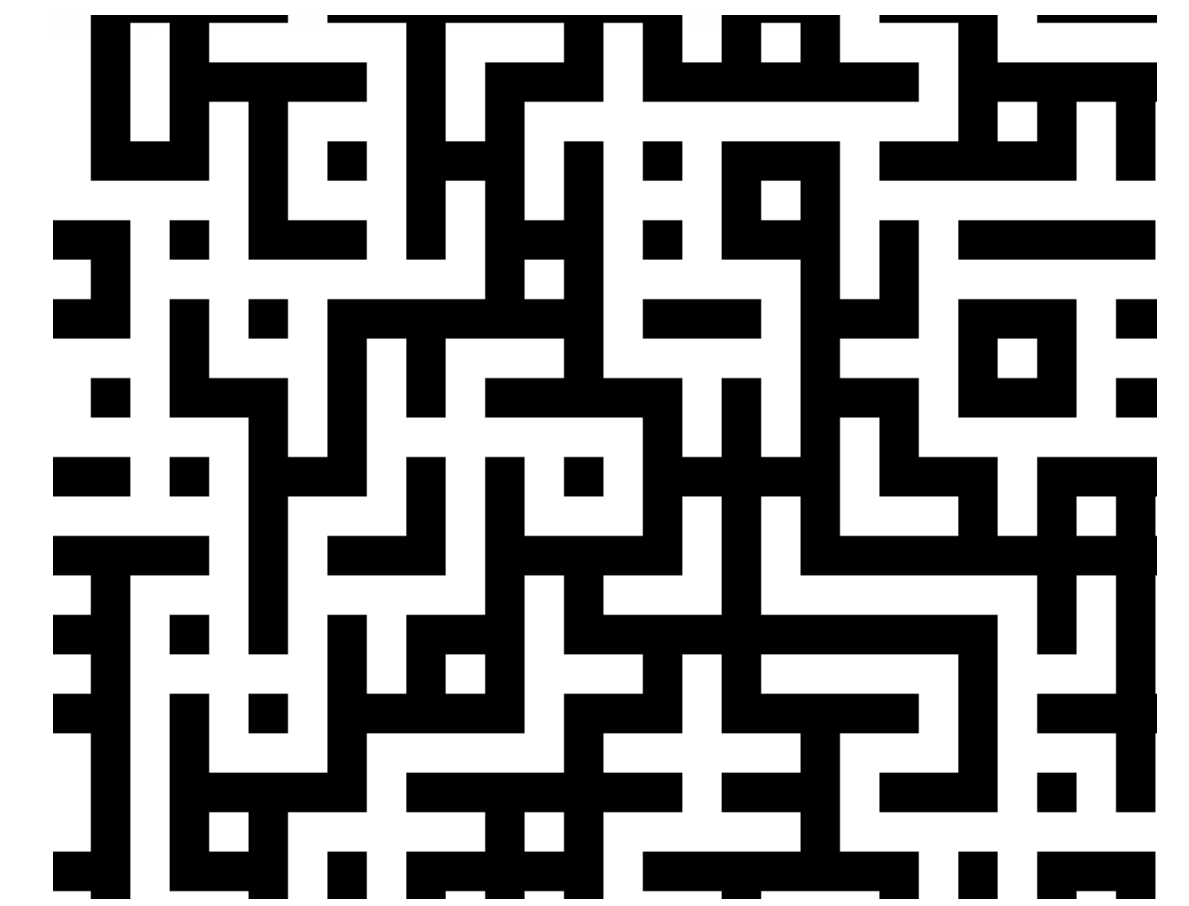
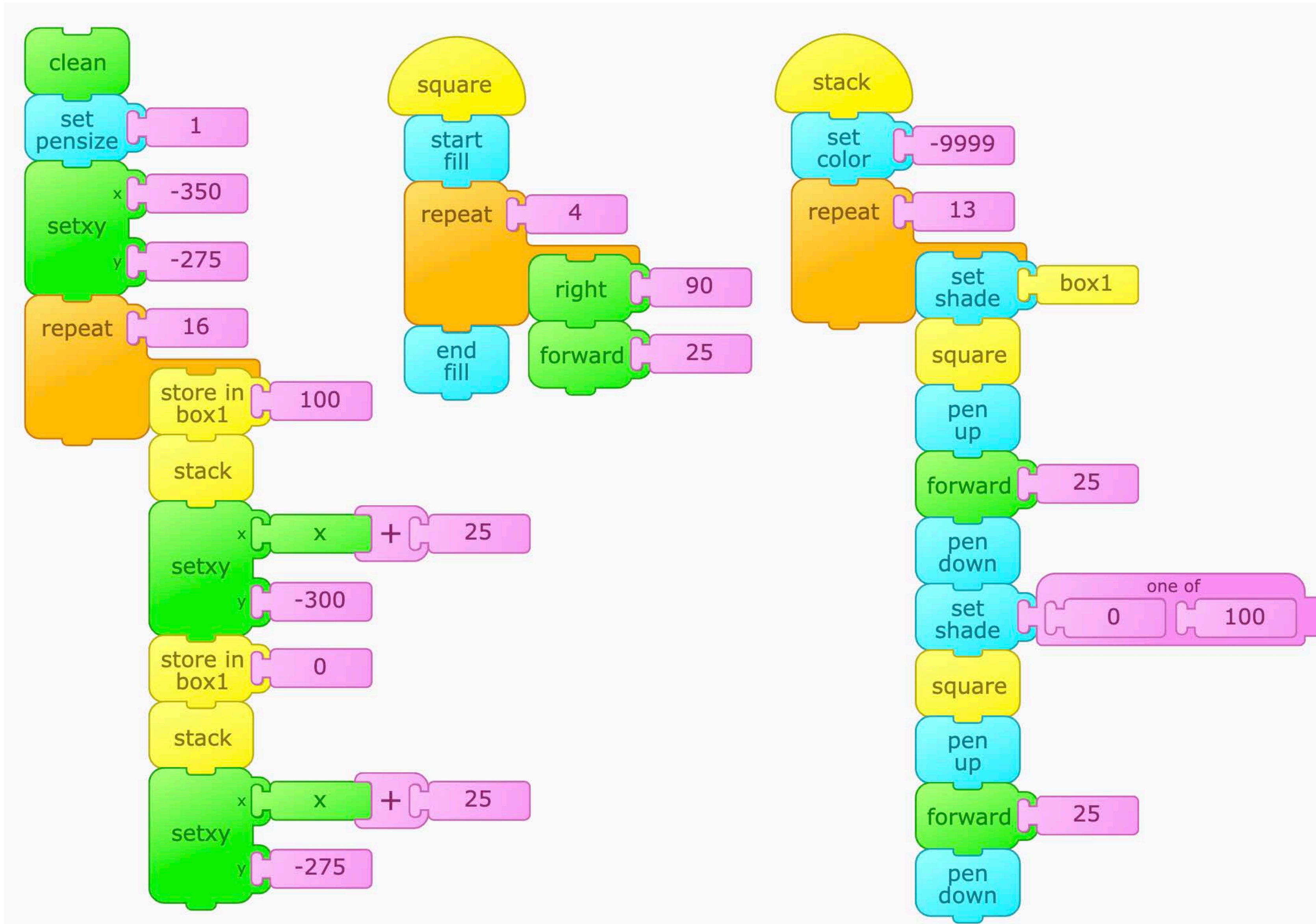
Click the set of blocks with `clean` on top to start the program.



Milky Way

76

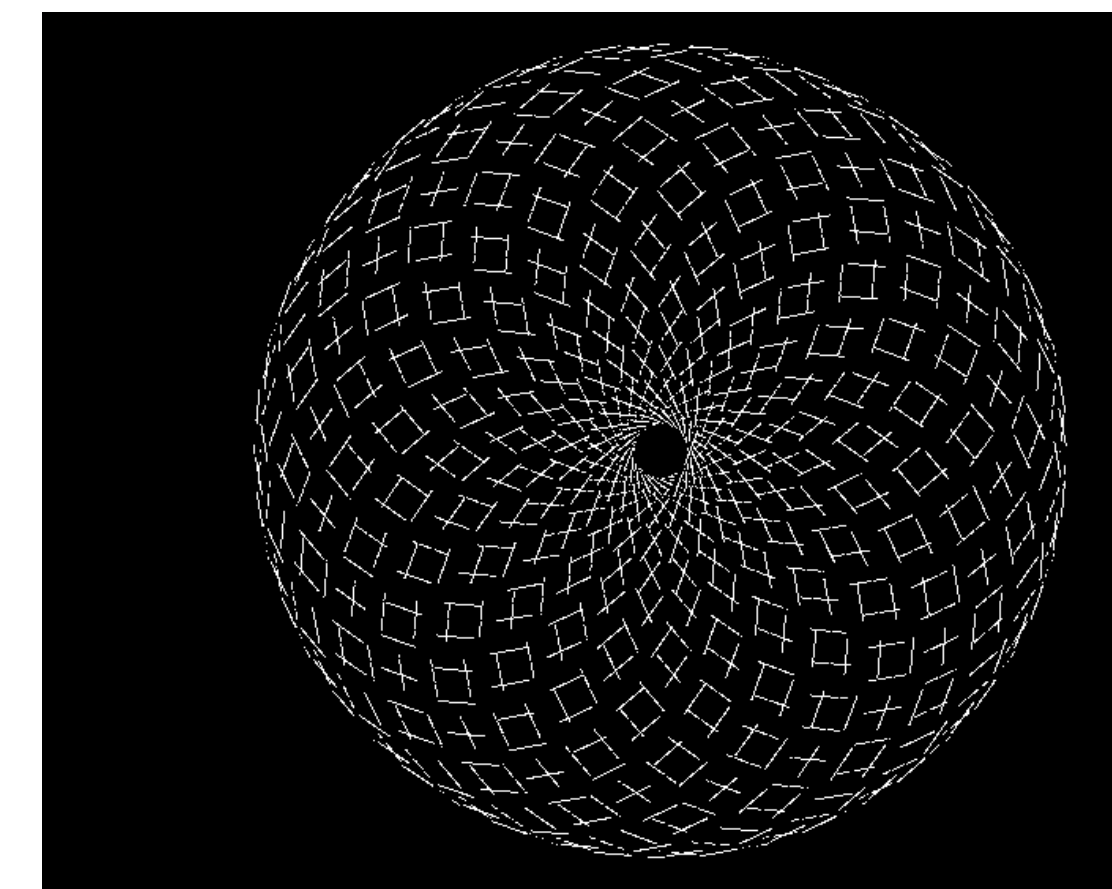
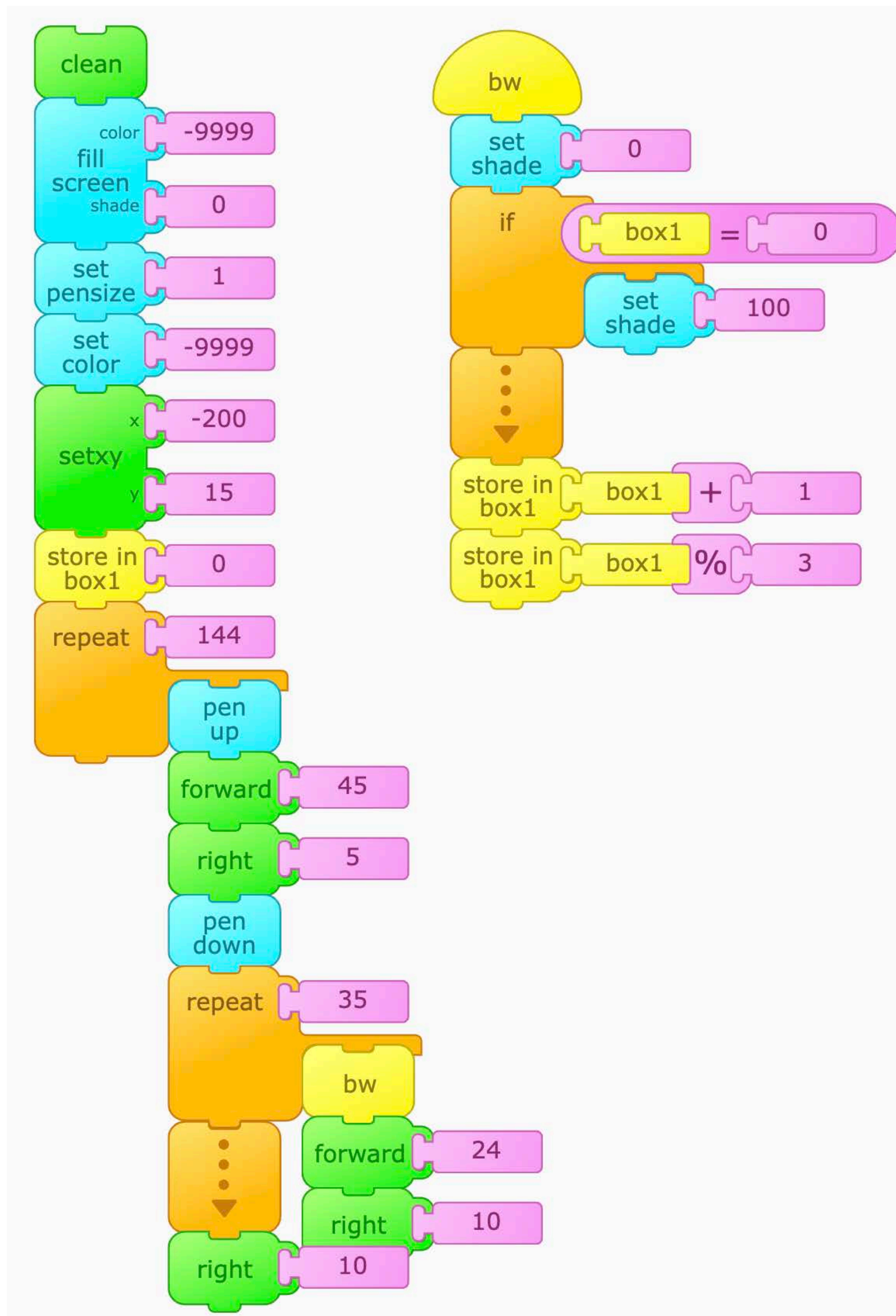
Click the set of blocks with `clean` on top to start the program.



Minotaure

77

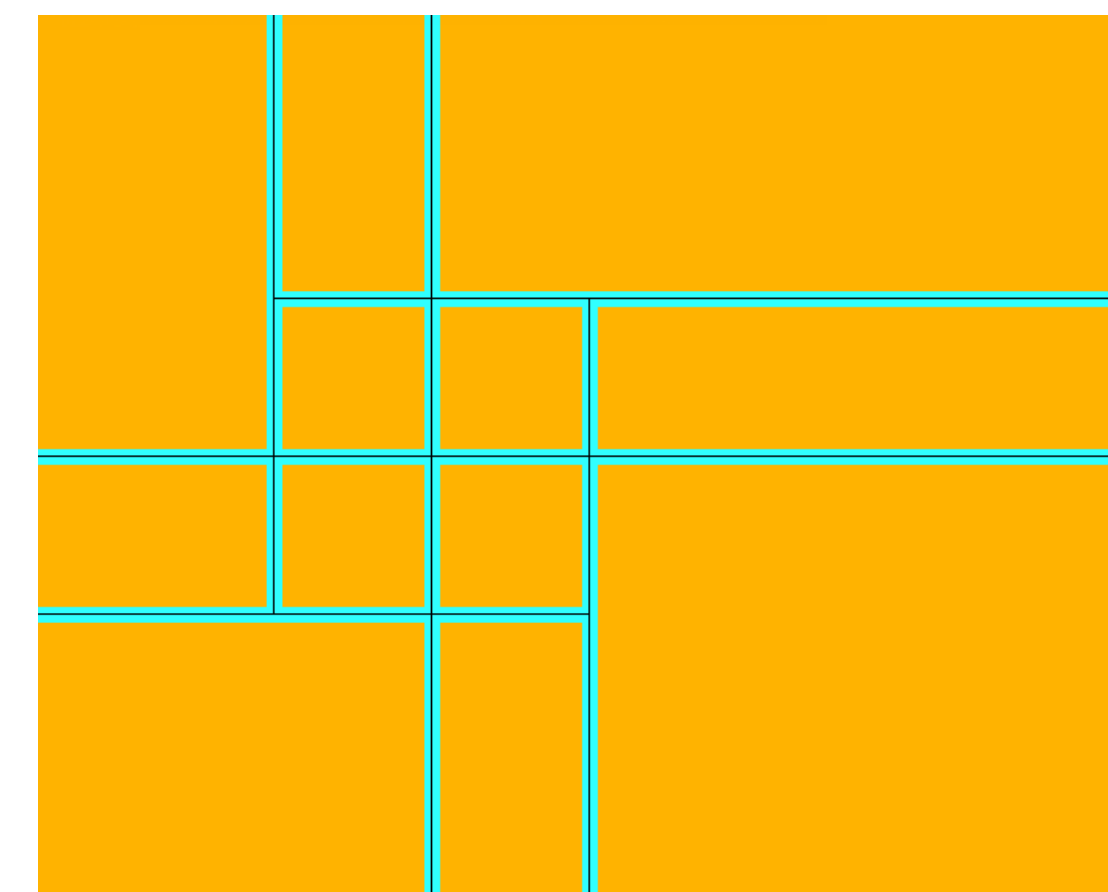
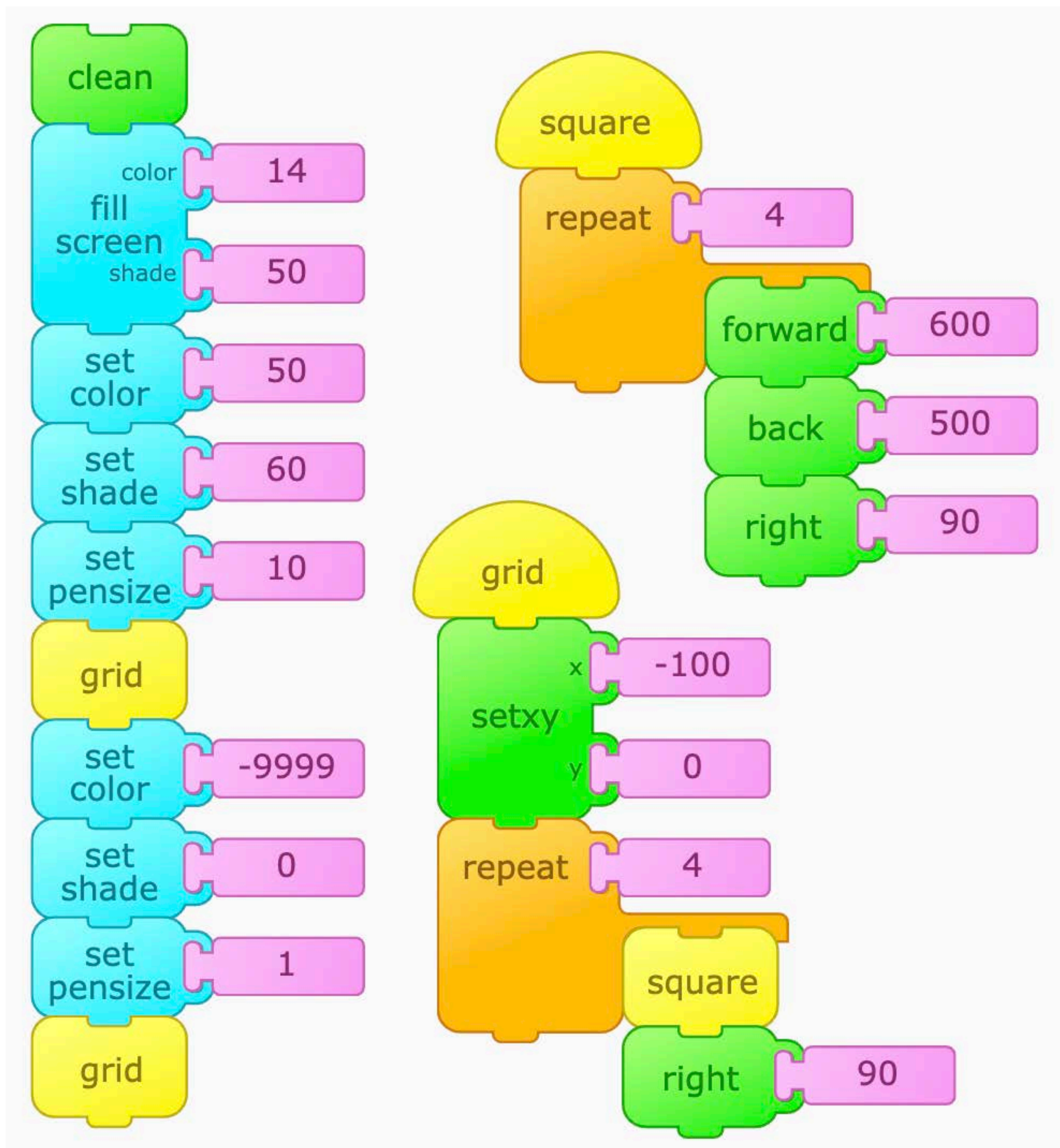
Click the set of blocks with `clean` on top to start the program.



Mod Fun

78

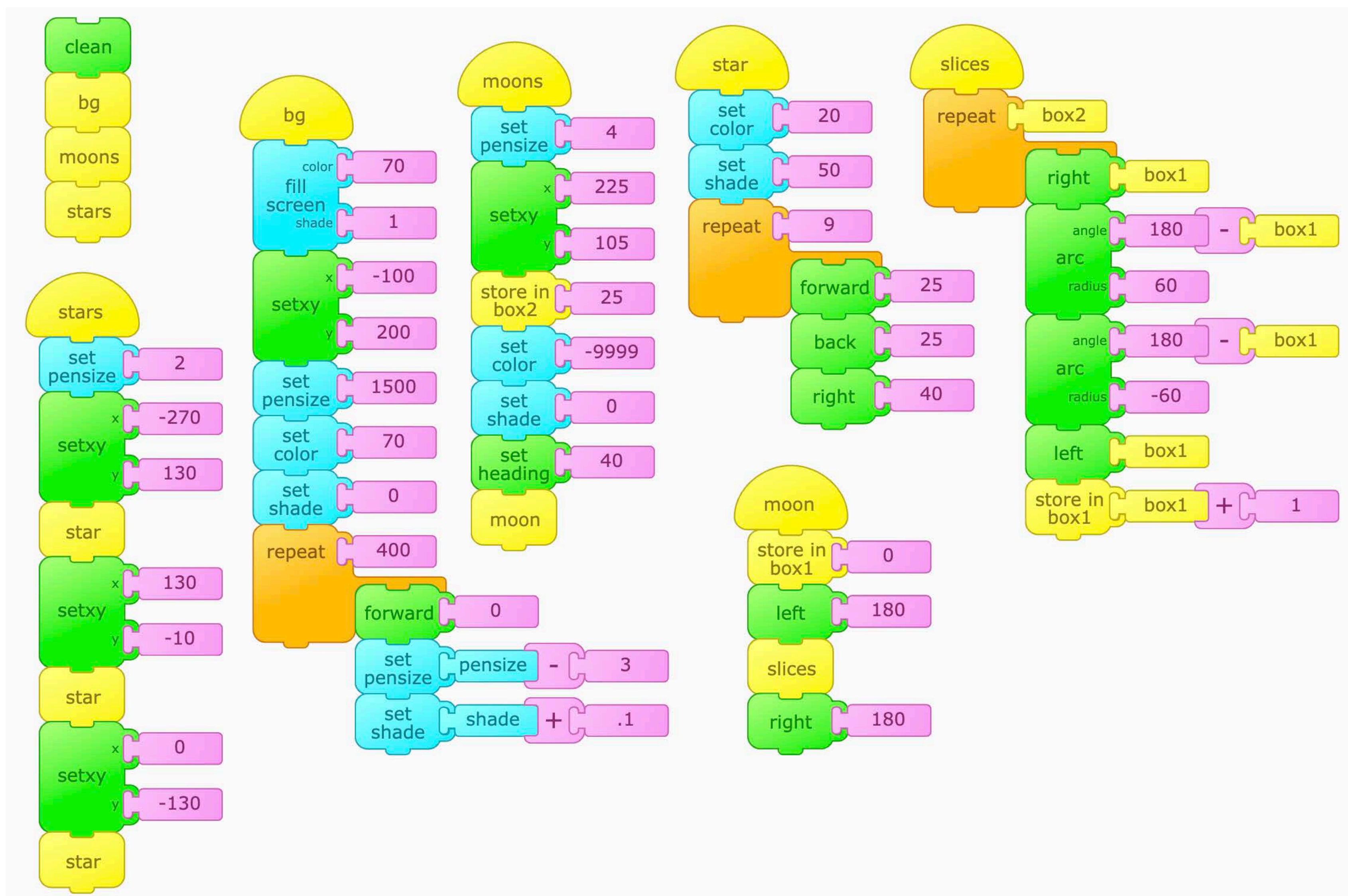
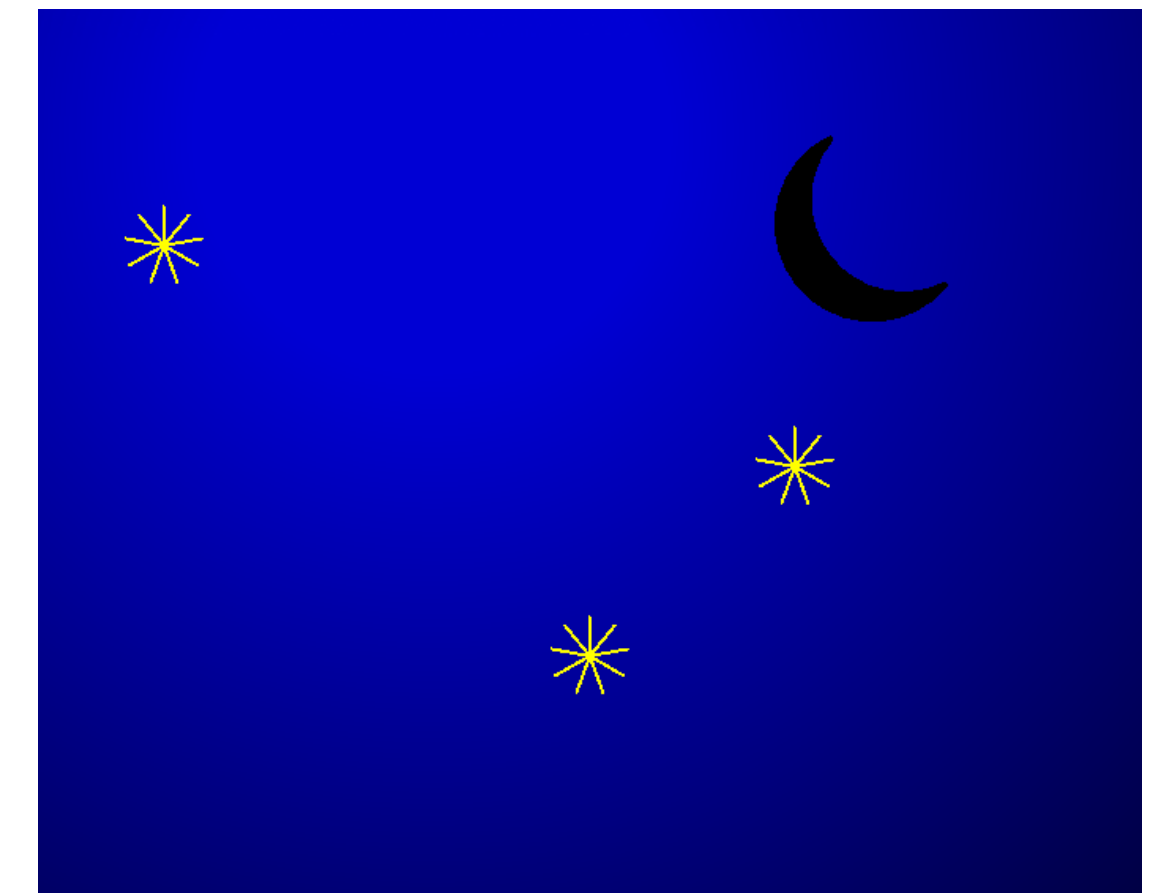
Click the set of blocks with `clean` on top to start the program.



Mondo Simple

79

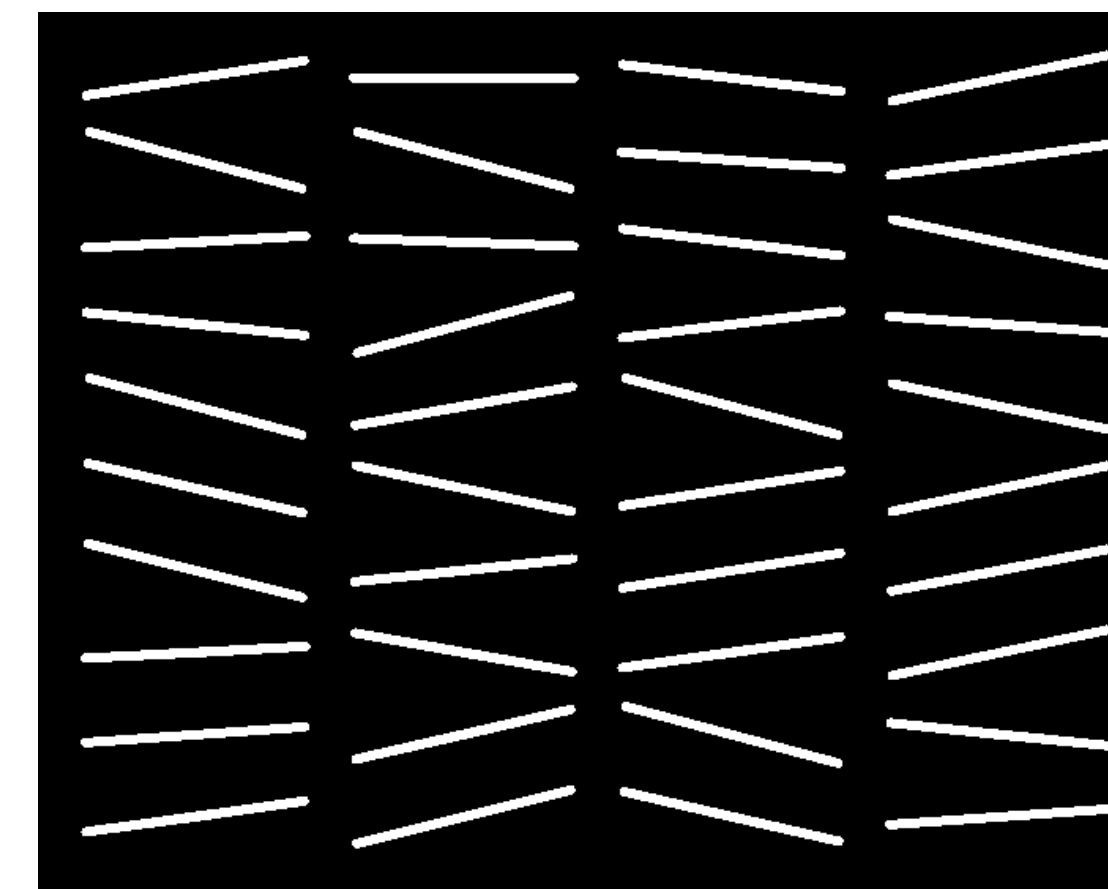
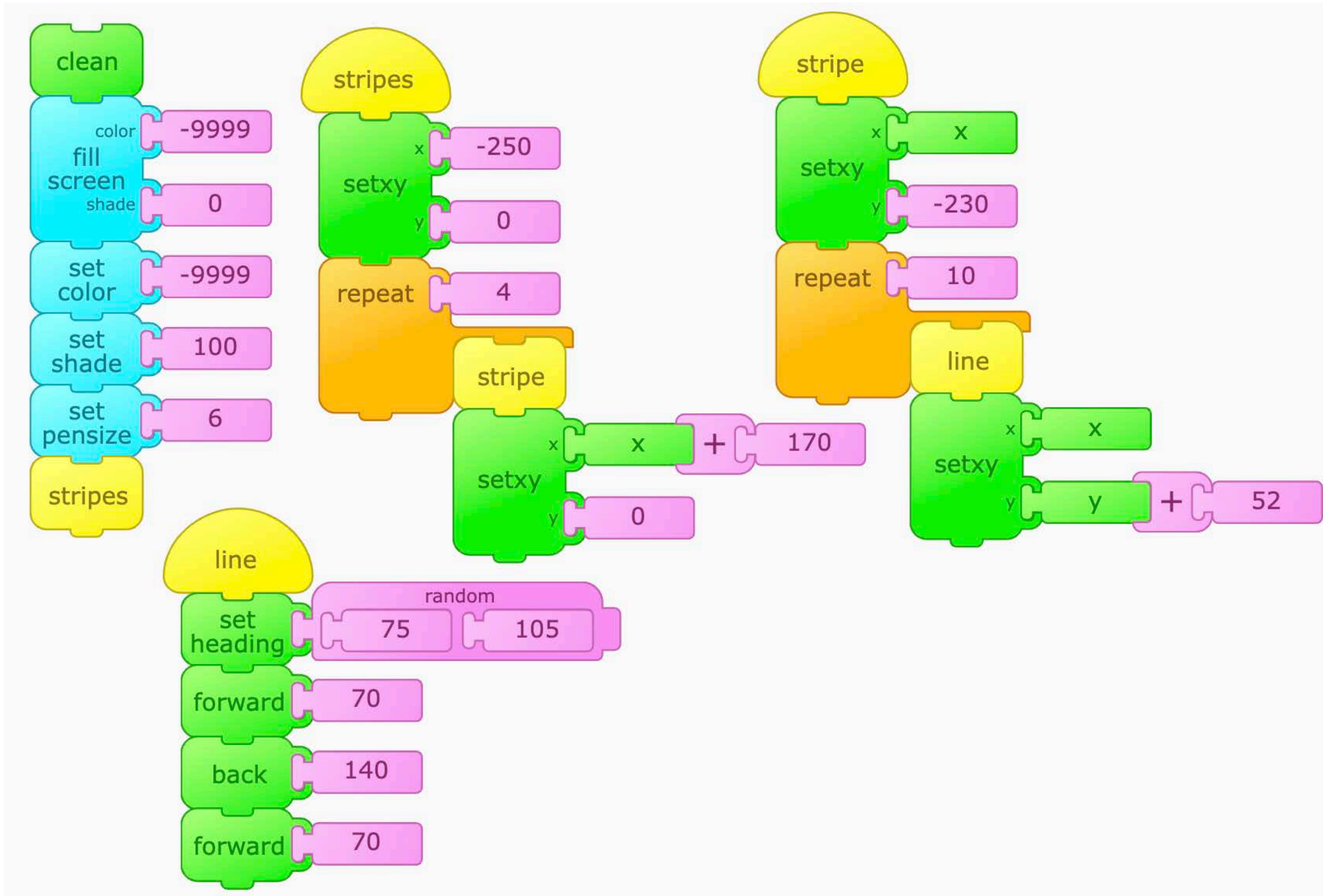
Click the set of blocks with `clean` on top to start the program.



Moon

80

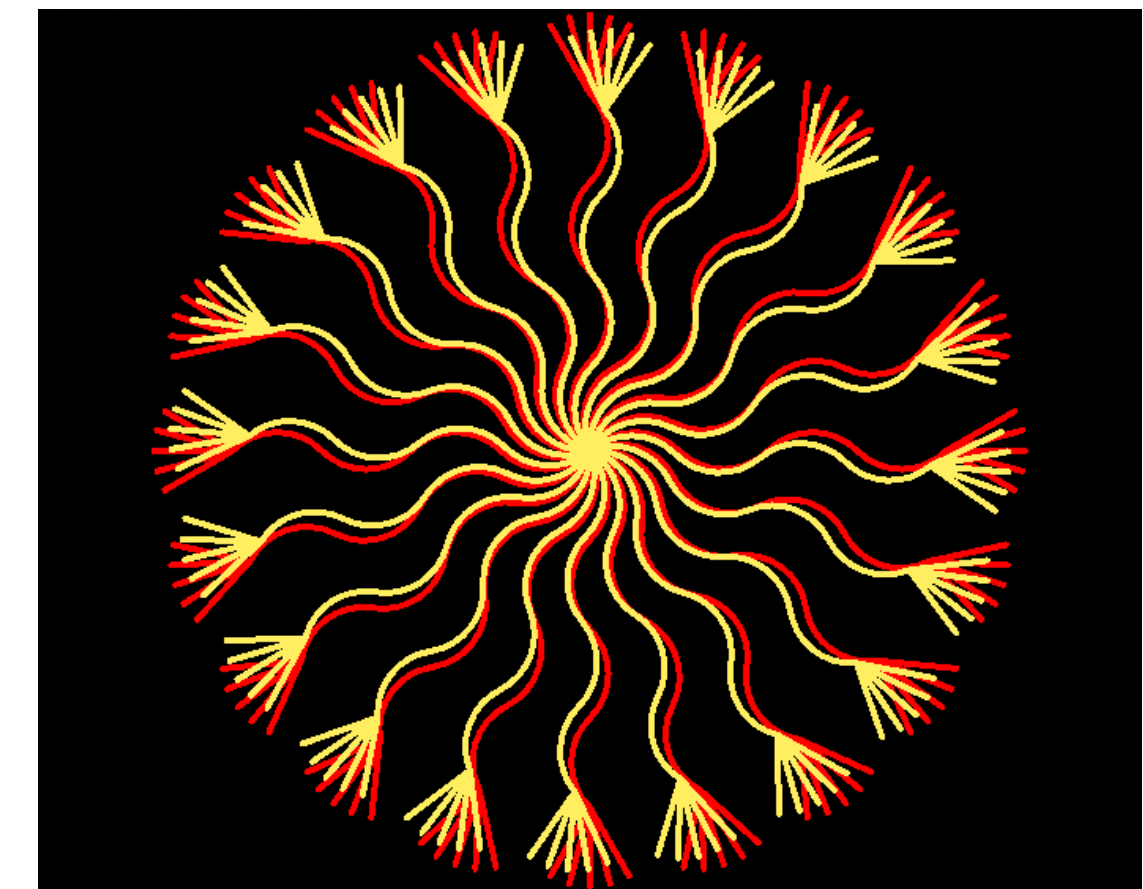
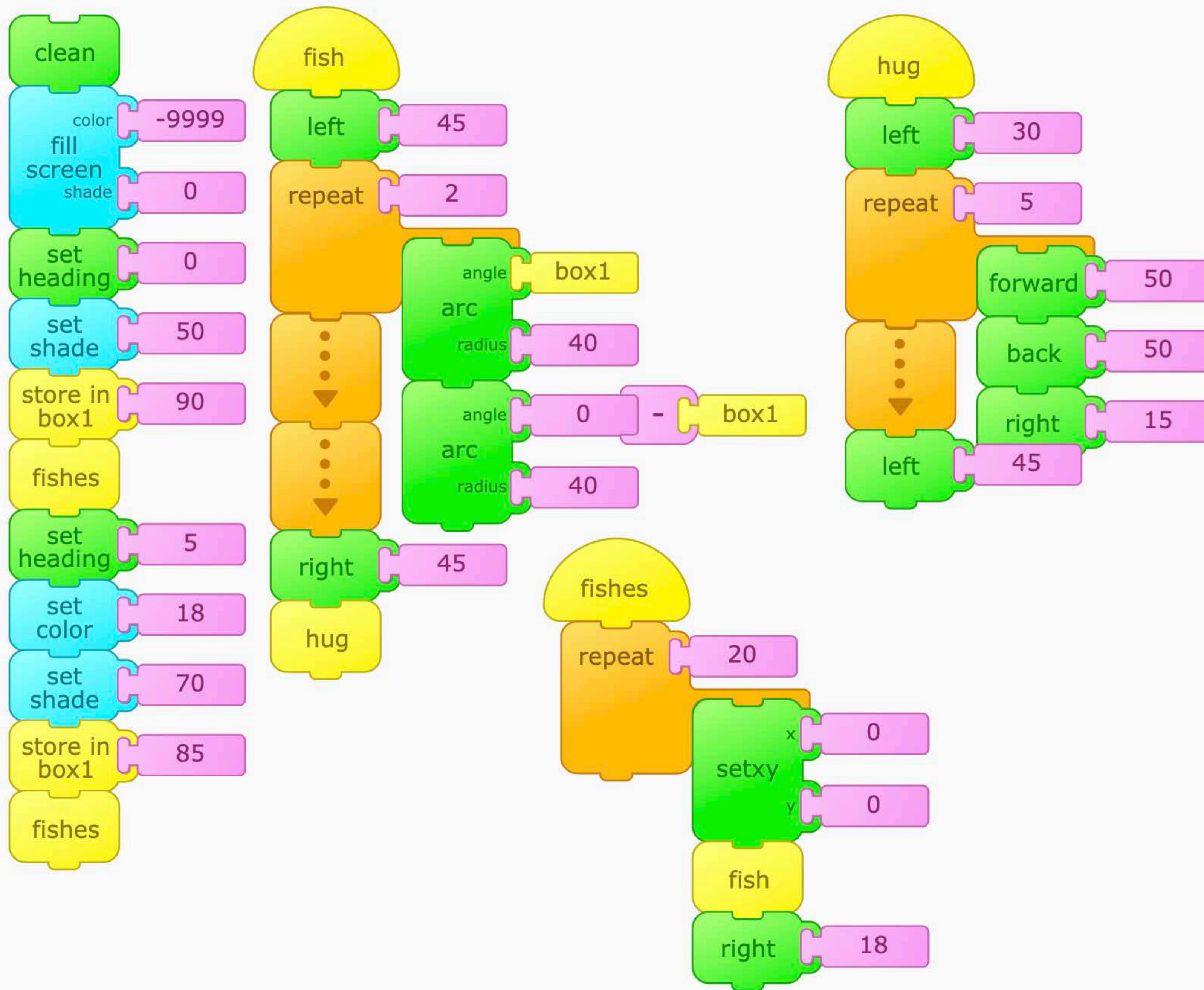
Click the set of blocks with clean on top to start the program.



Needles

81

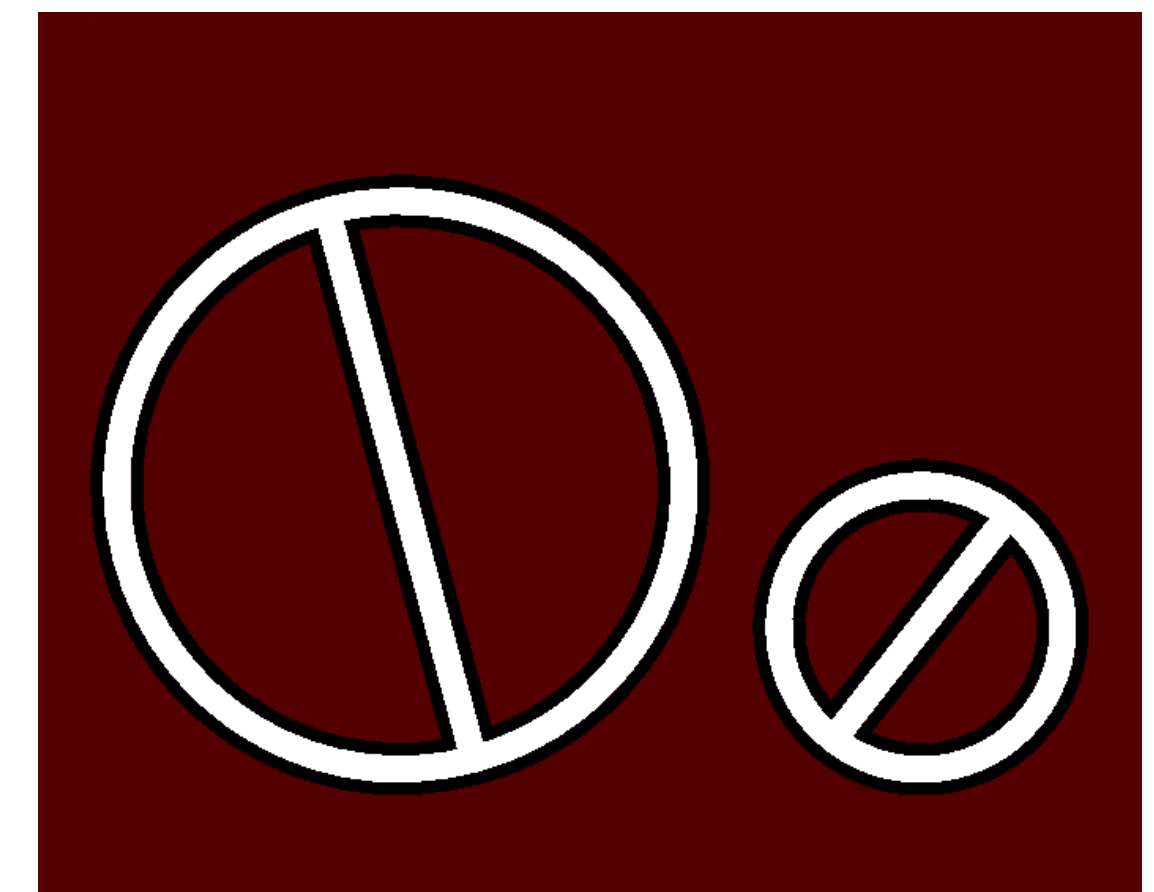
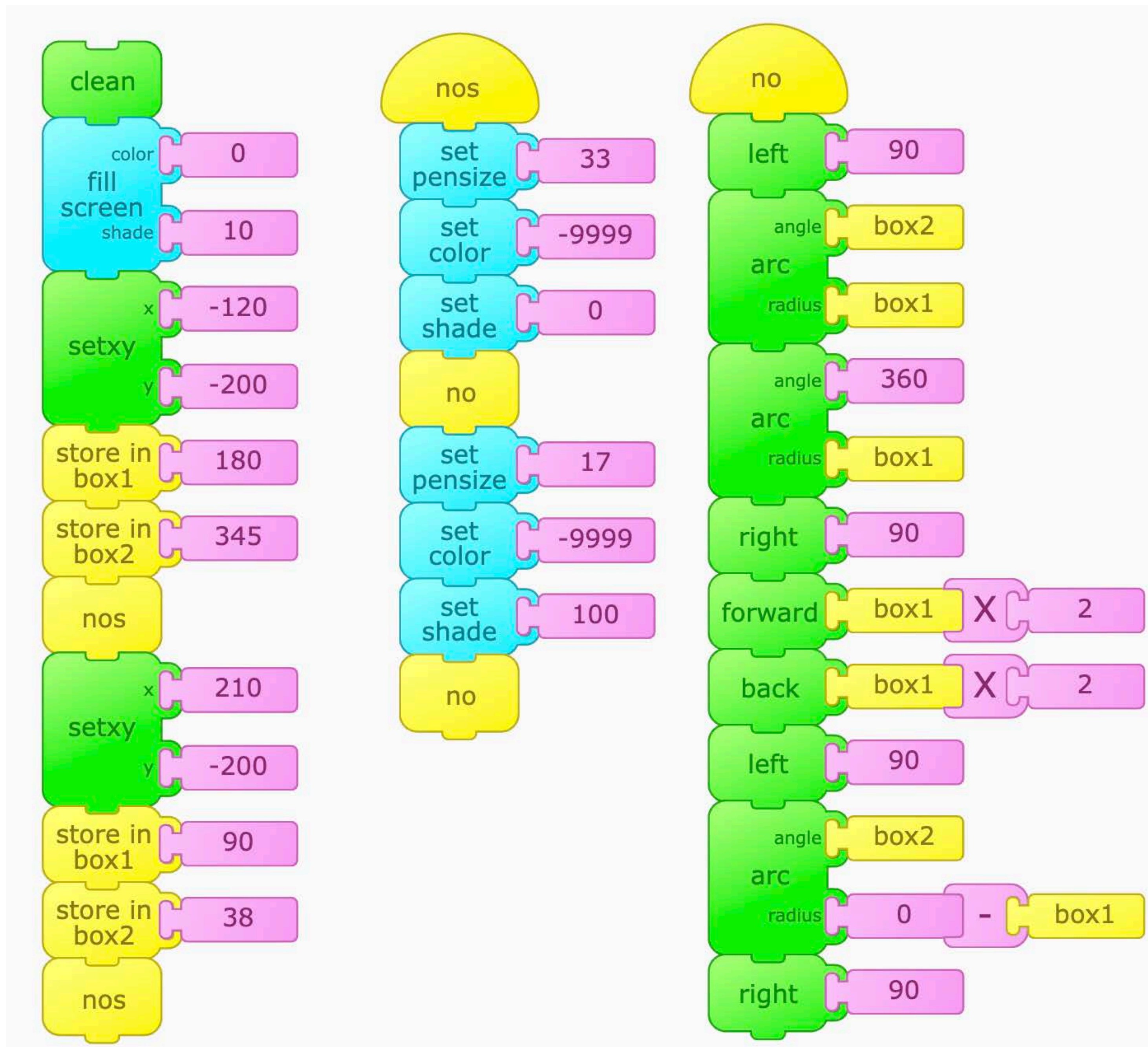
Click the set of blocks with `clean` on top to start the program.



Neural Pathways

82

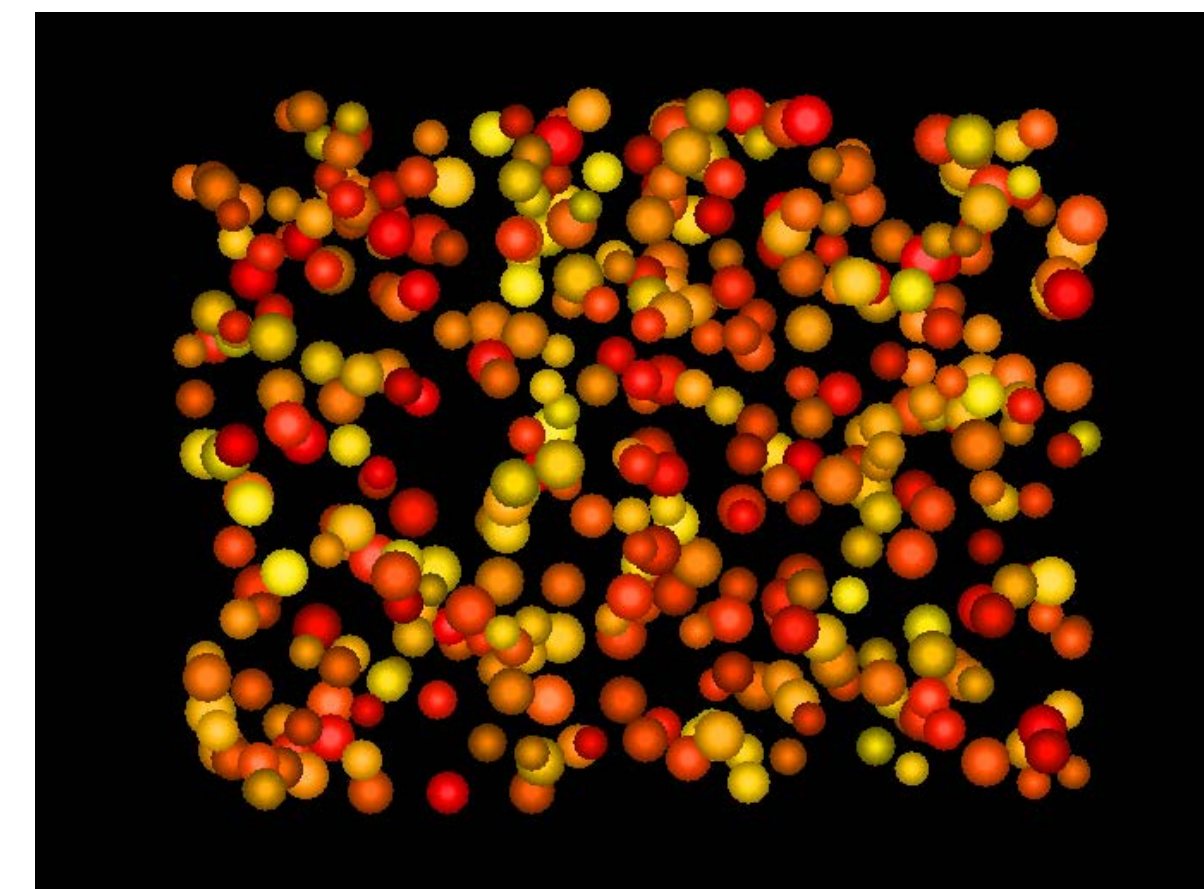
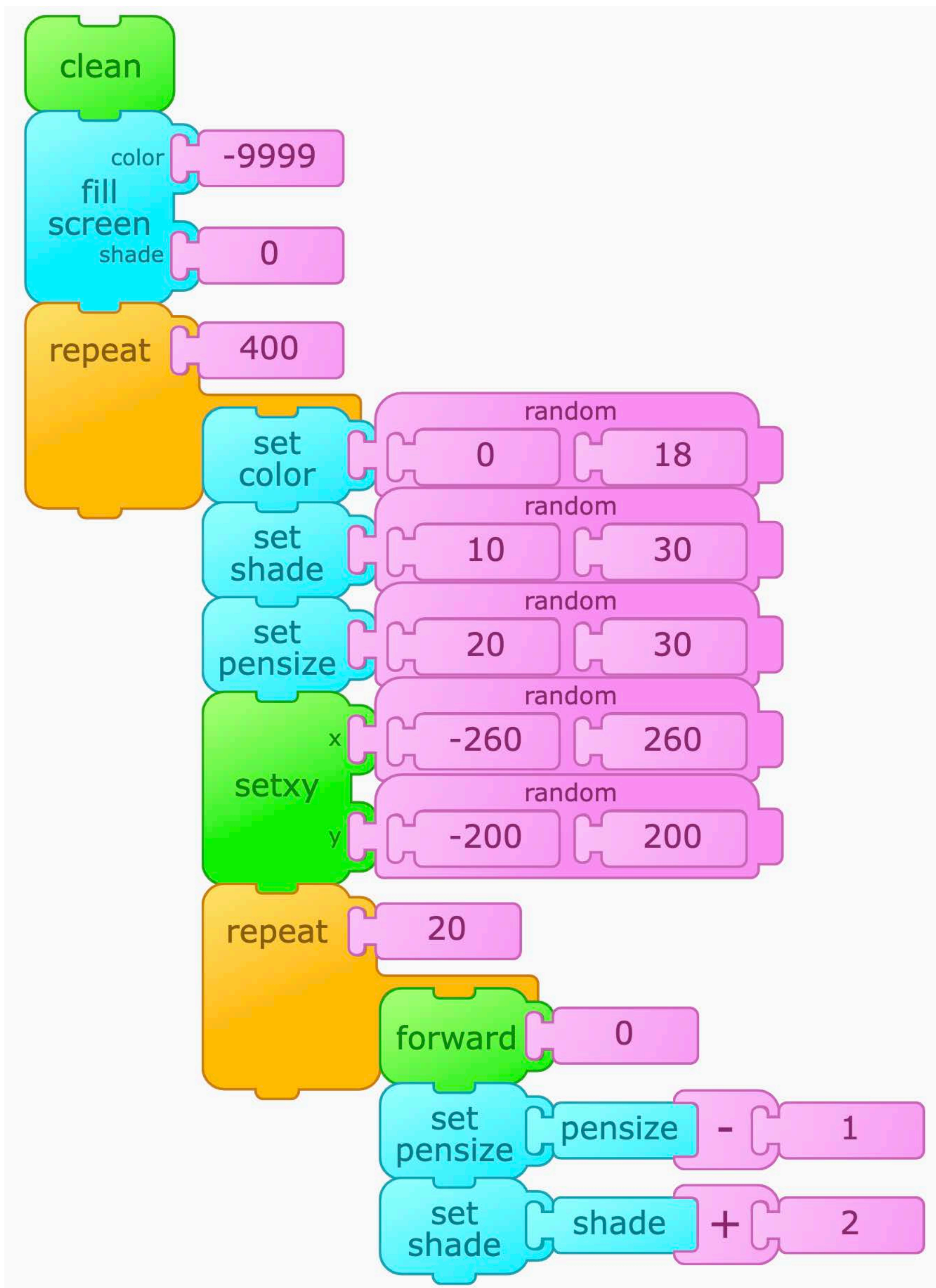
Click the set of blocks with clean on top to start the program.



Not Not

83

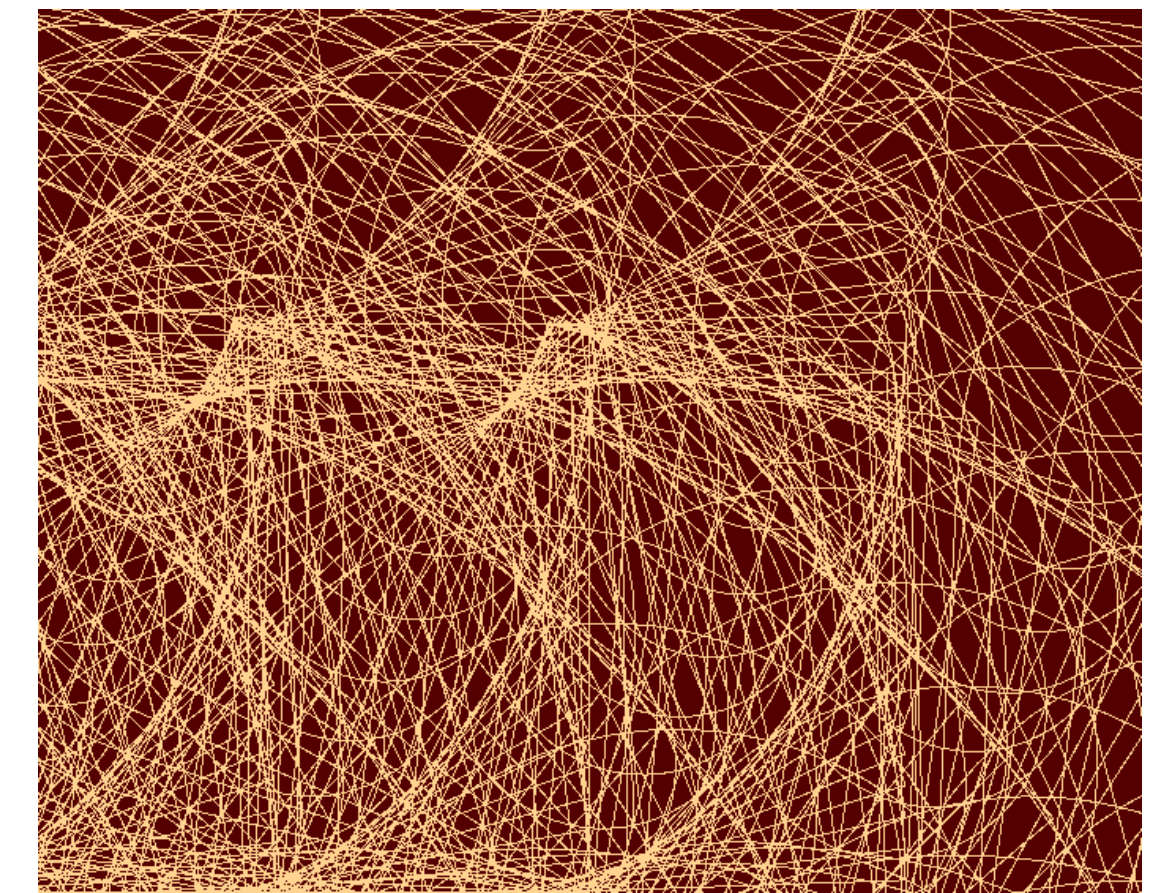
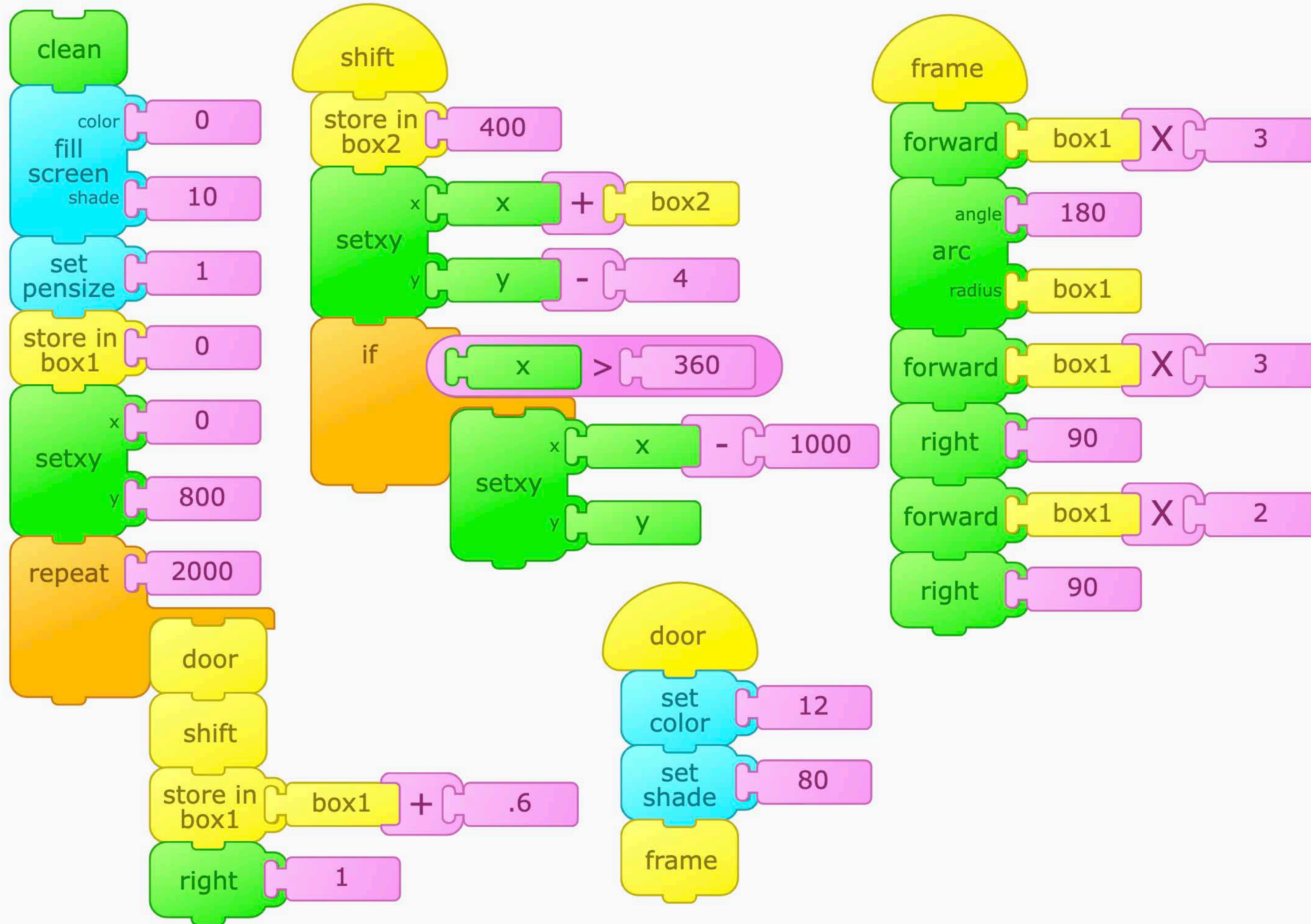
Click the set of blocks with clean on top to start the program.



Nzime

84

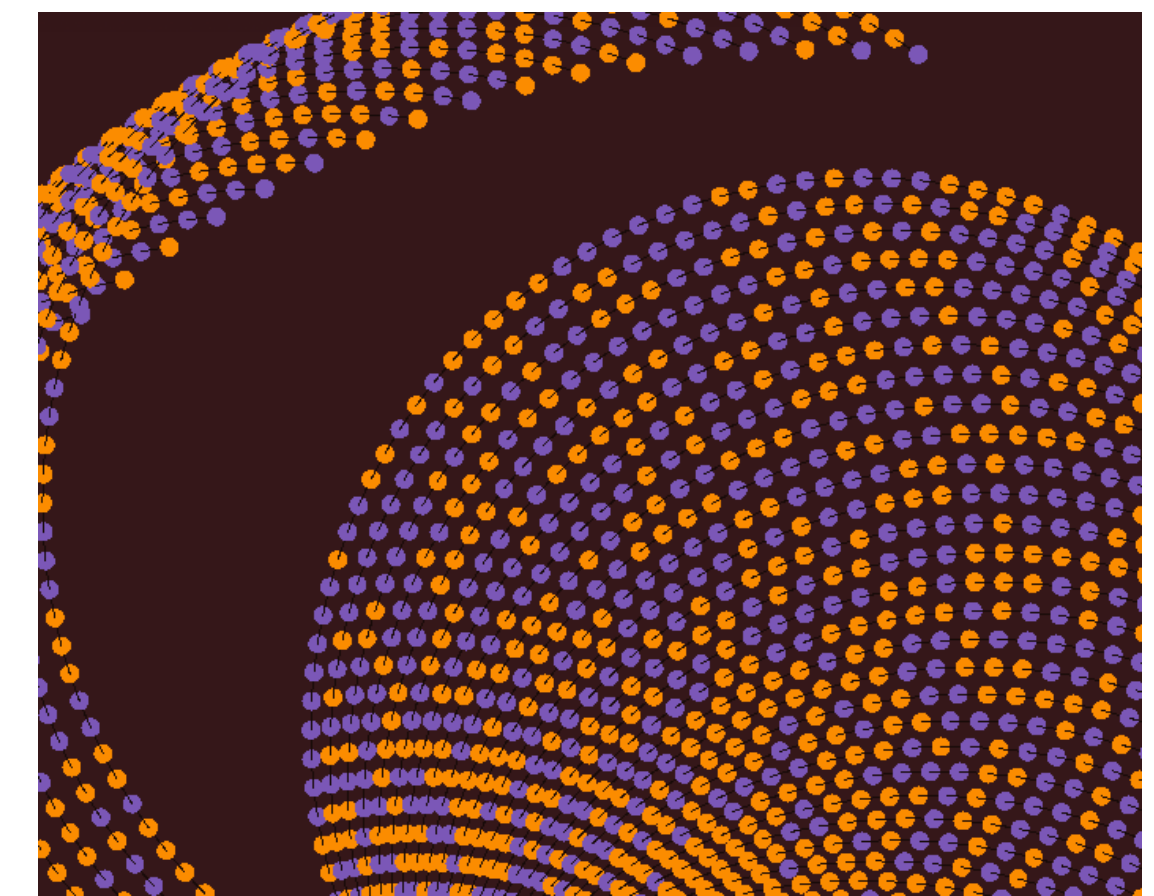
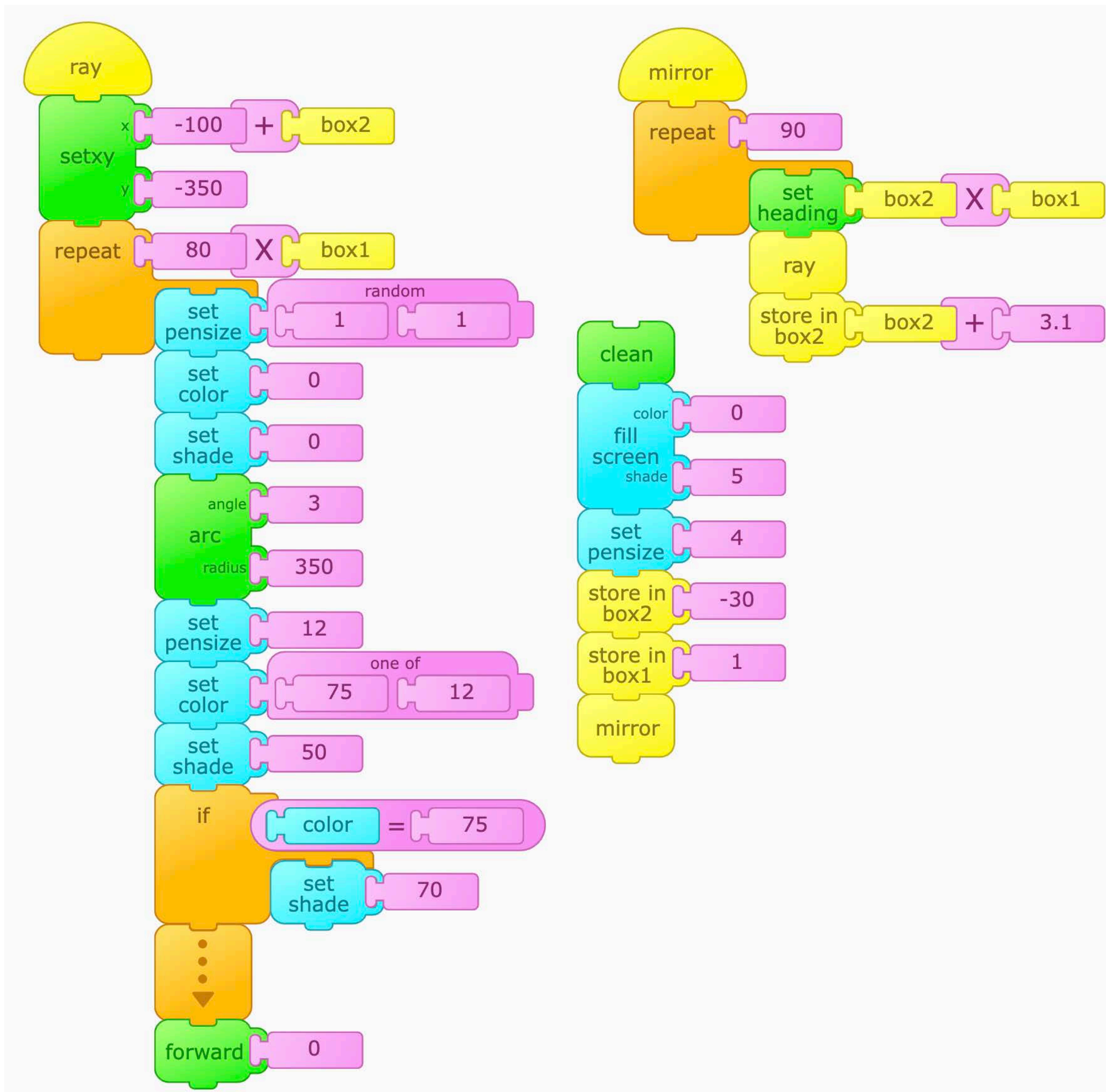
Click the set of blocks with clean on top to start the program.



Old Arsenic

85

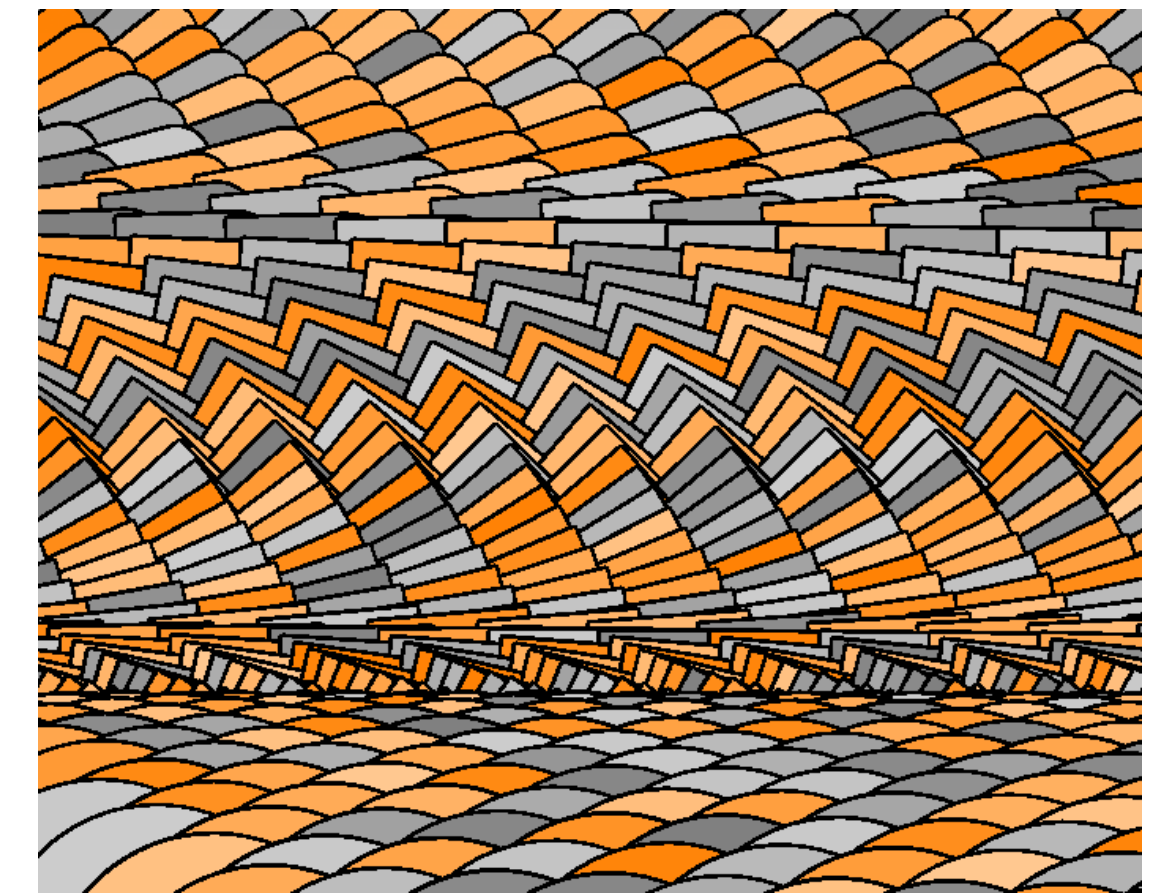
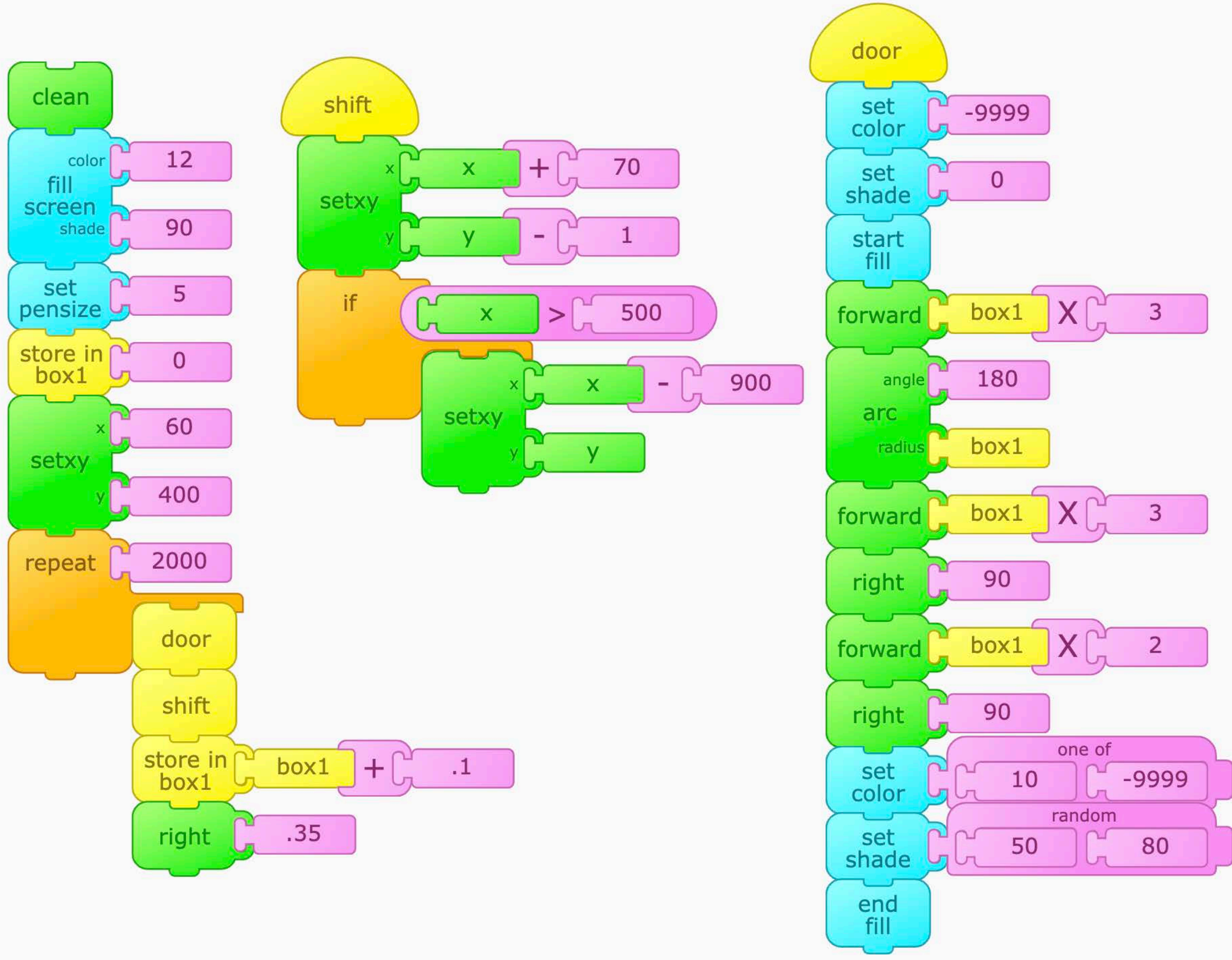
Click the set of blocks with clean on top to start the program.



Ole

86

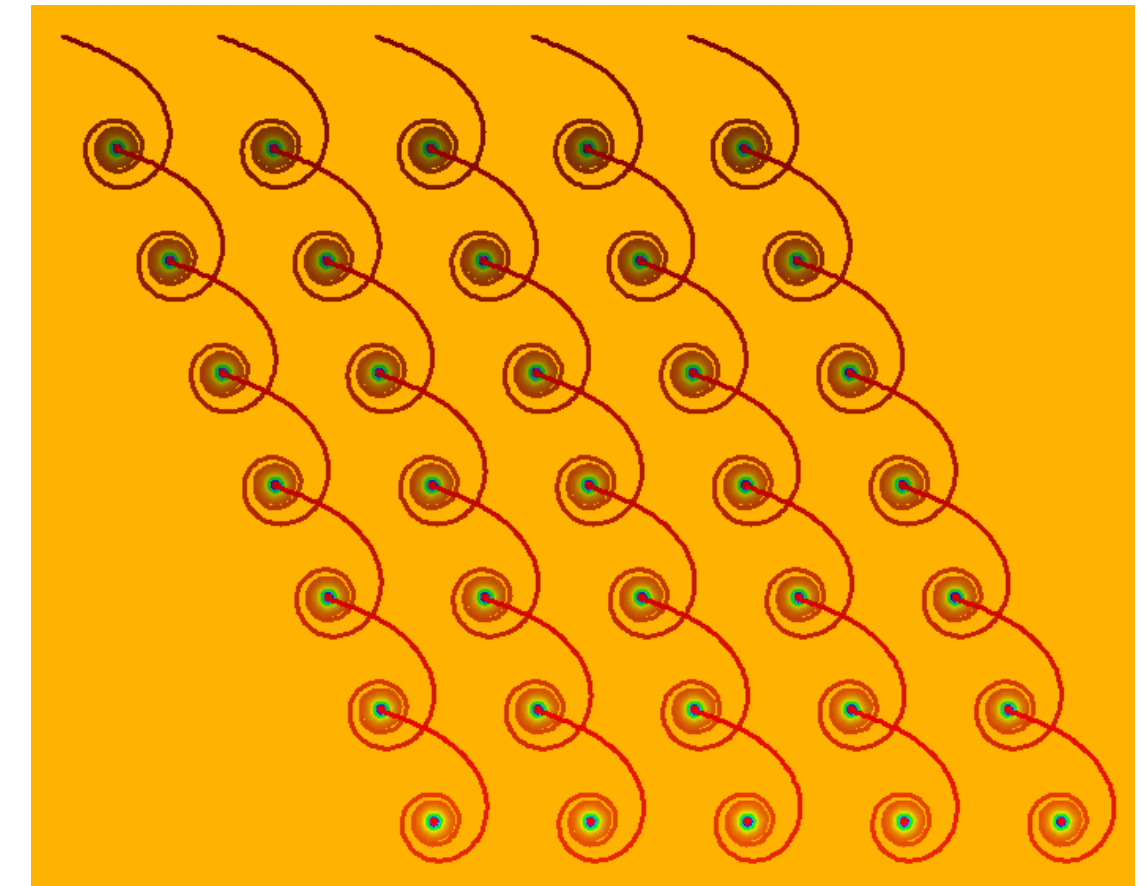
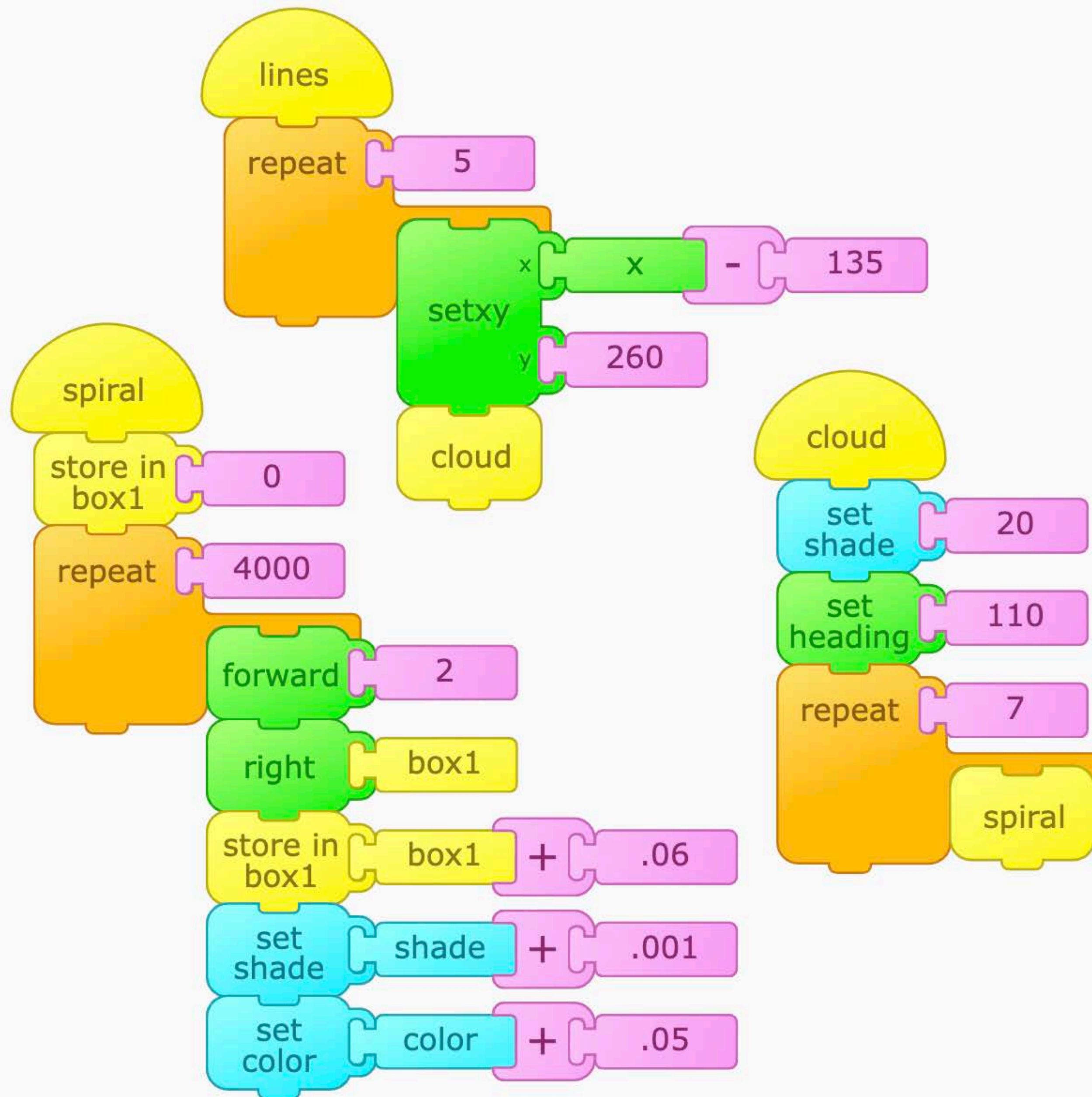
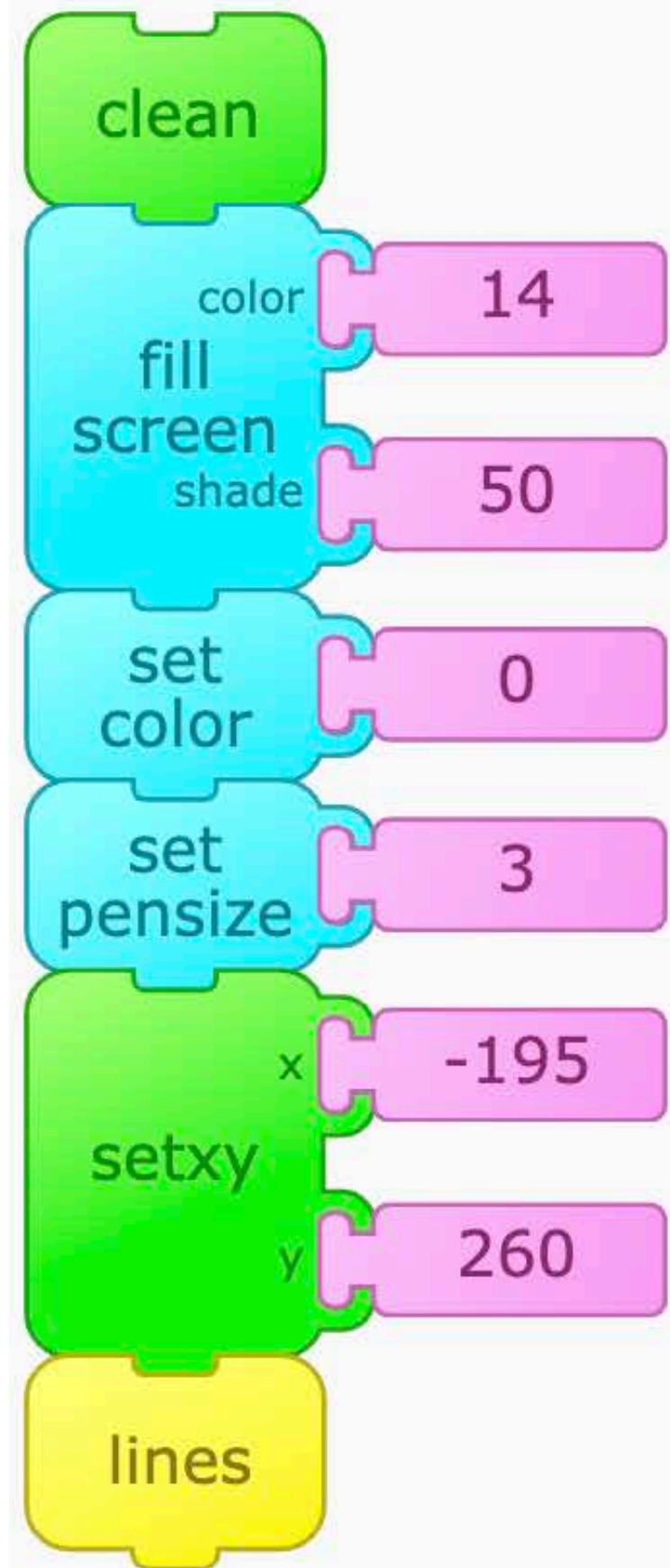
Click the set of blocks with clean on top to start the program.



Opera

87

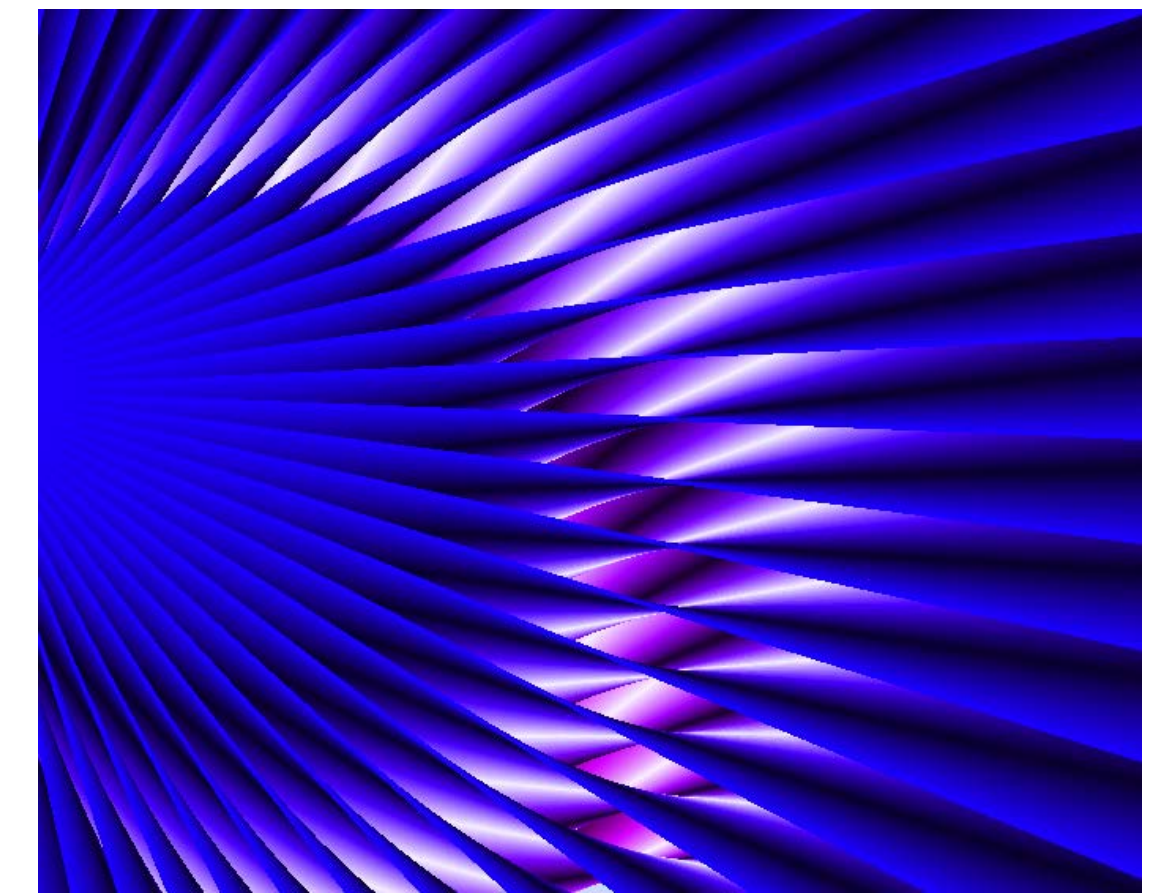
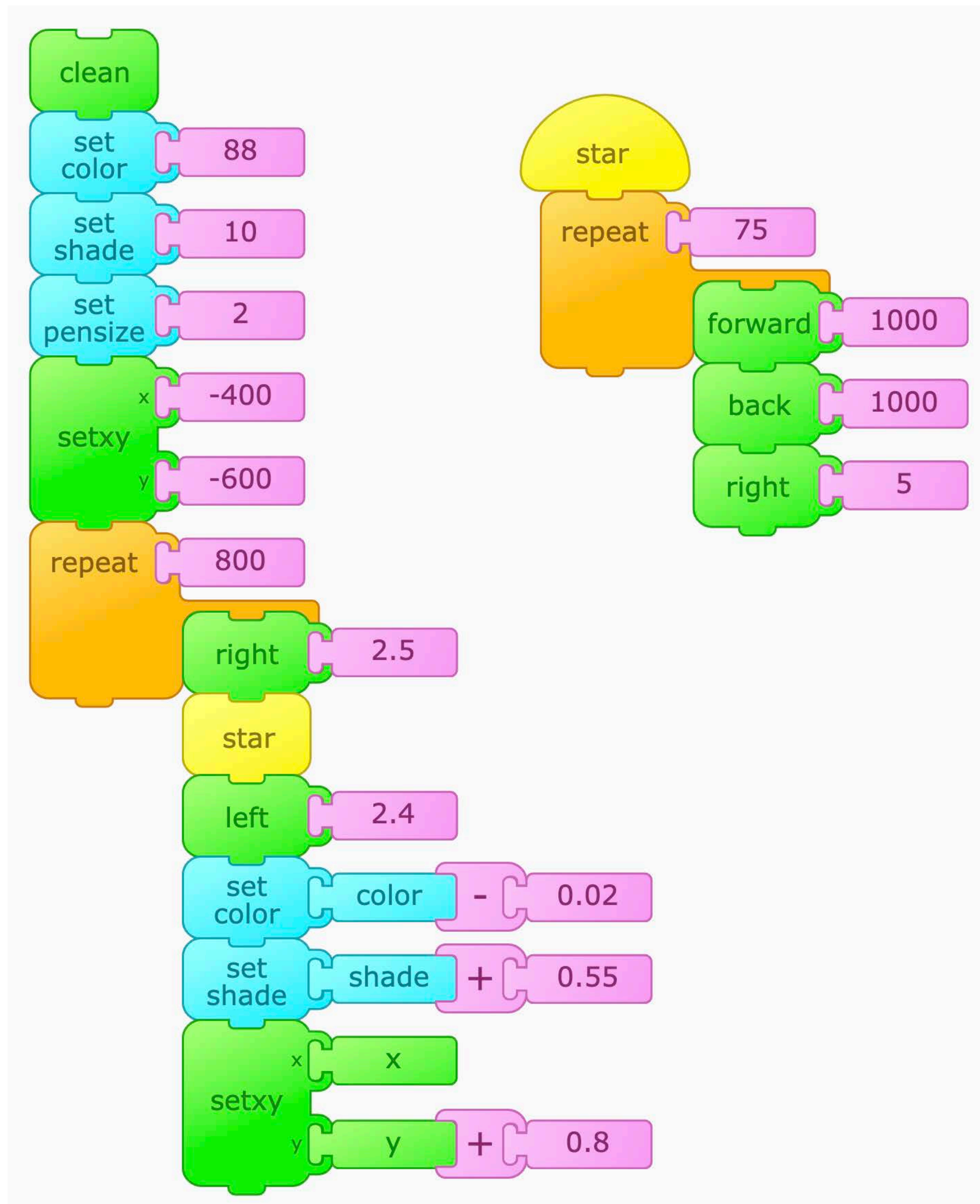
Click the set of blocks with clean on top to start the program.



Orange

88

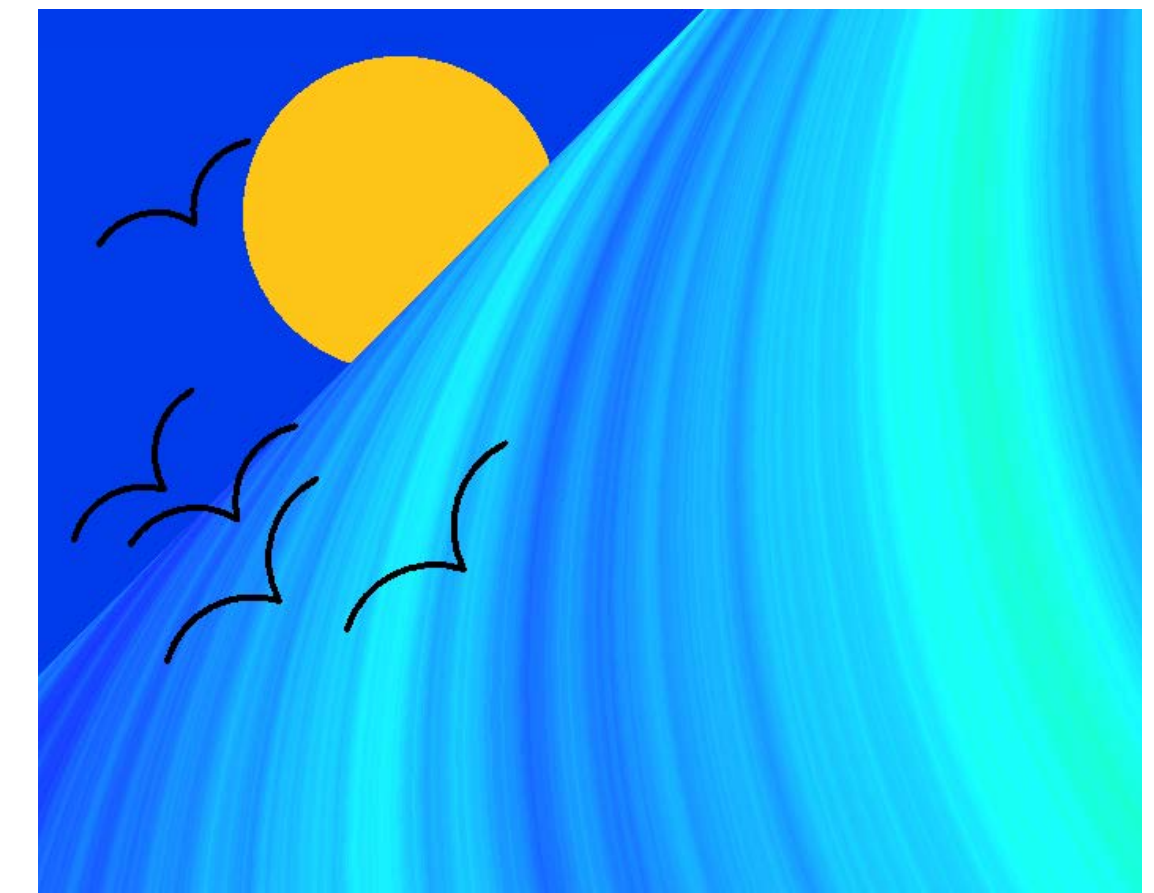
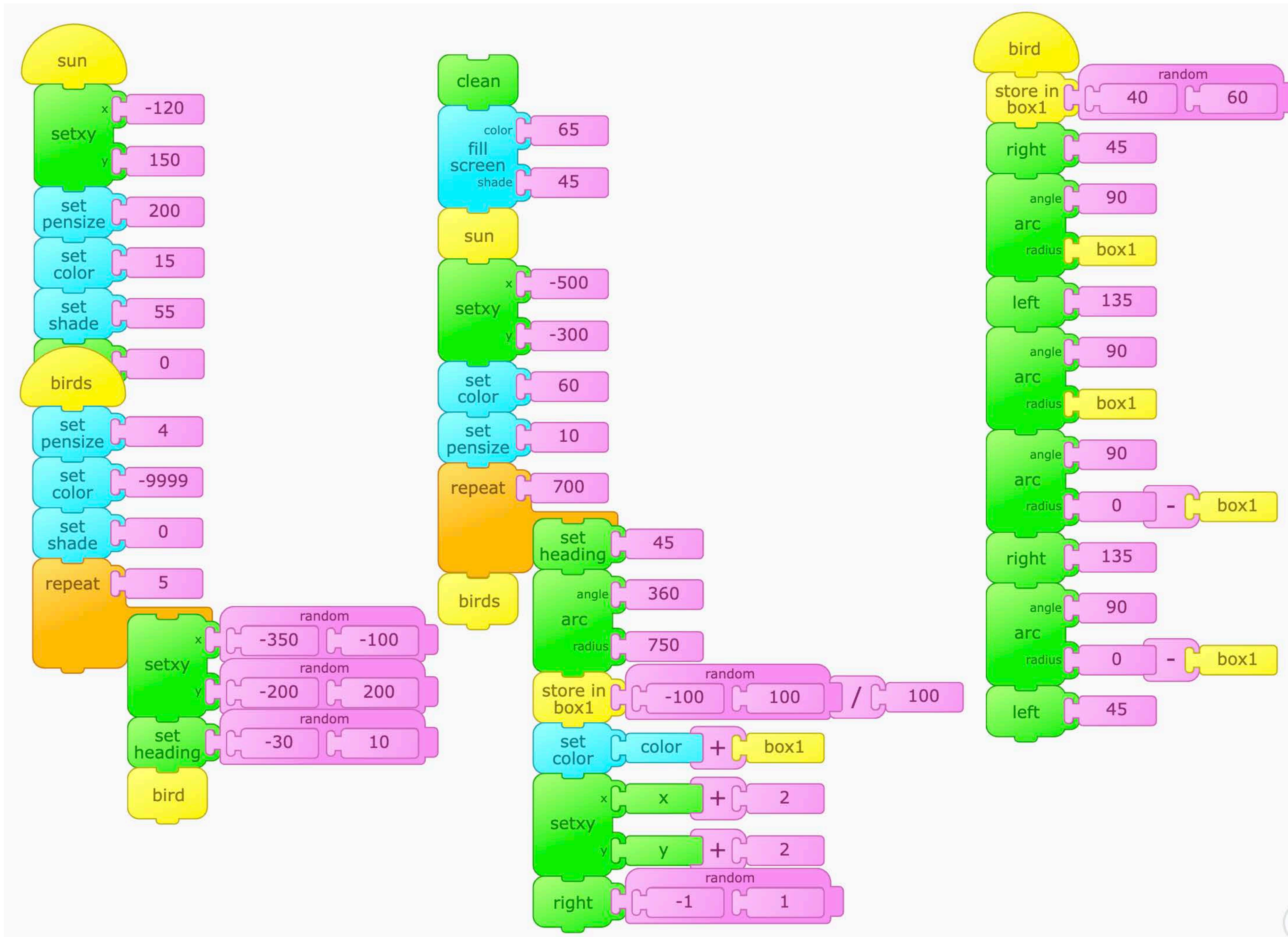
Click the set of blocks with clean on top to start the program.



Origami

89

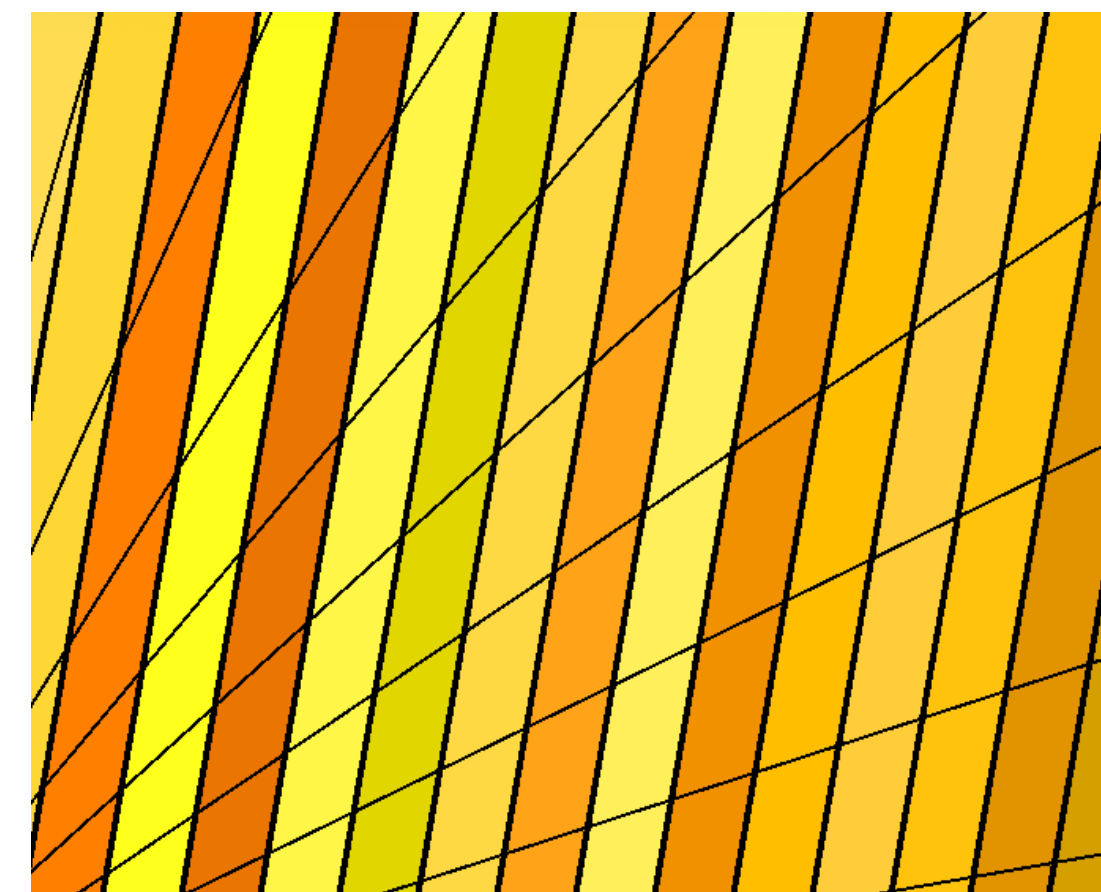
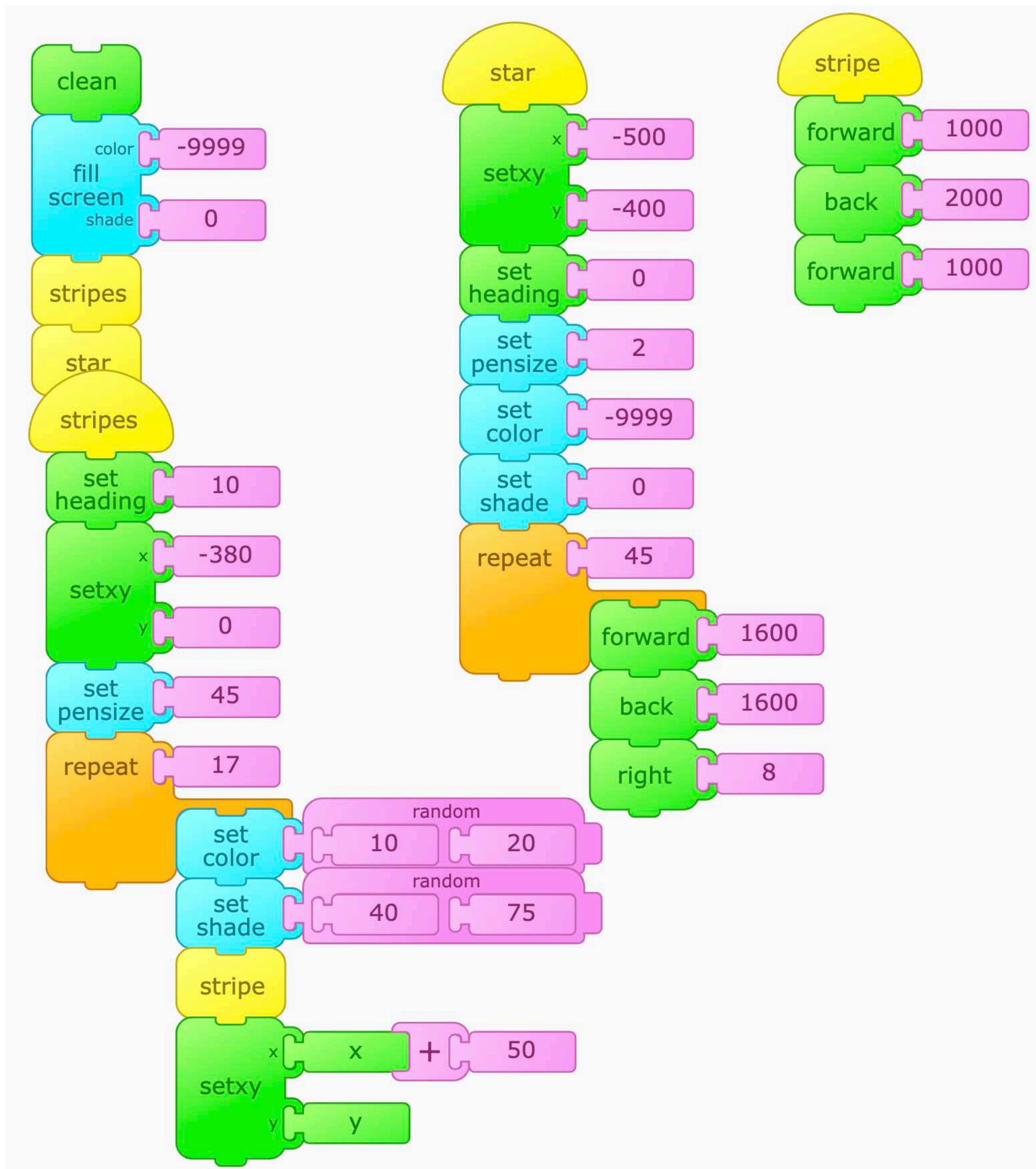
Click the set of blocks with `clean` on top to start the program.



Over the Edge

90

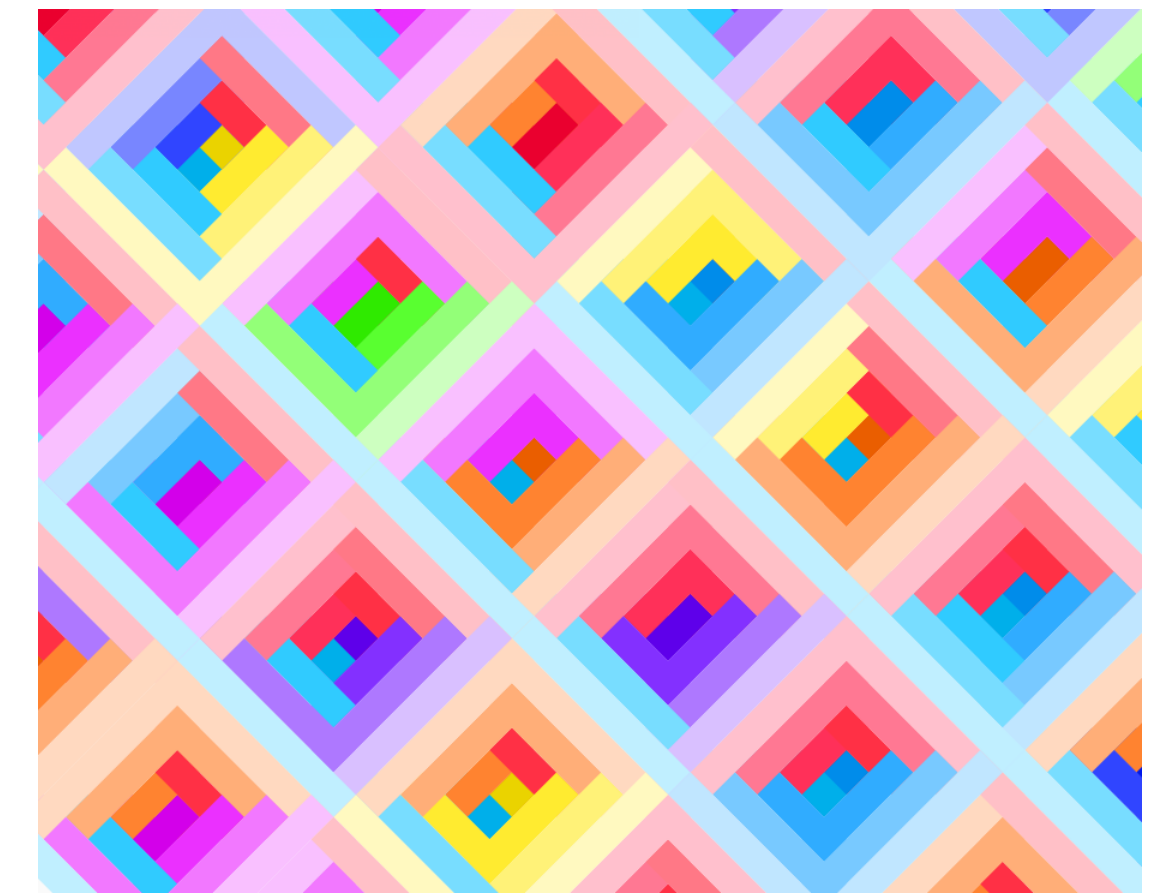
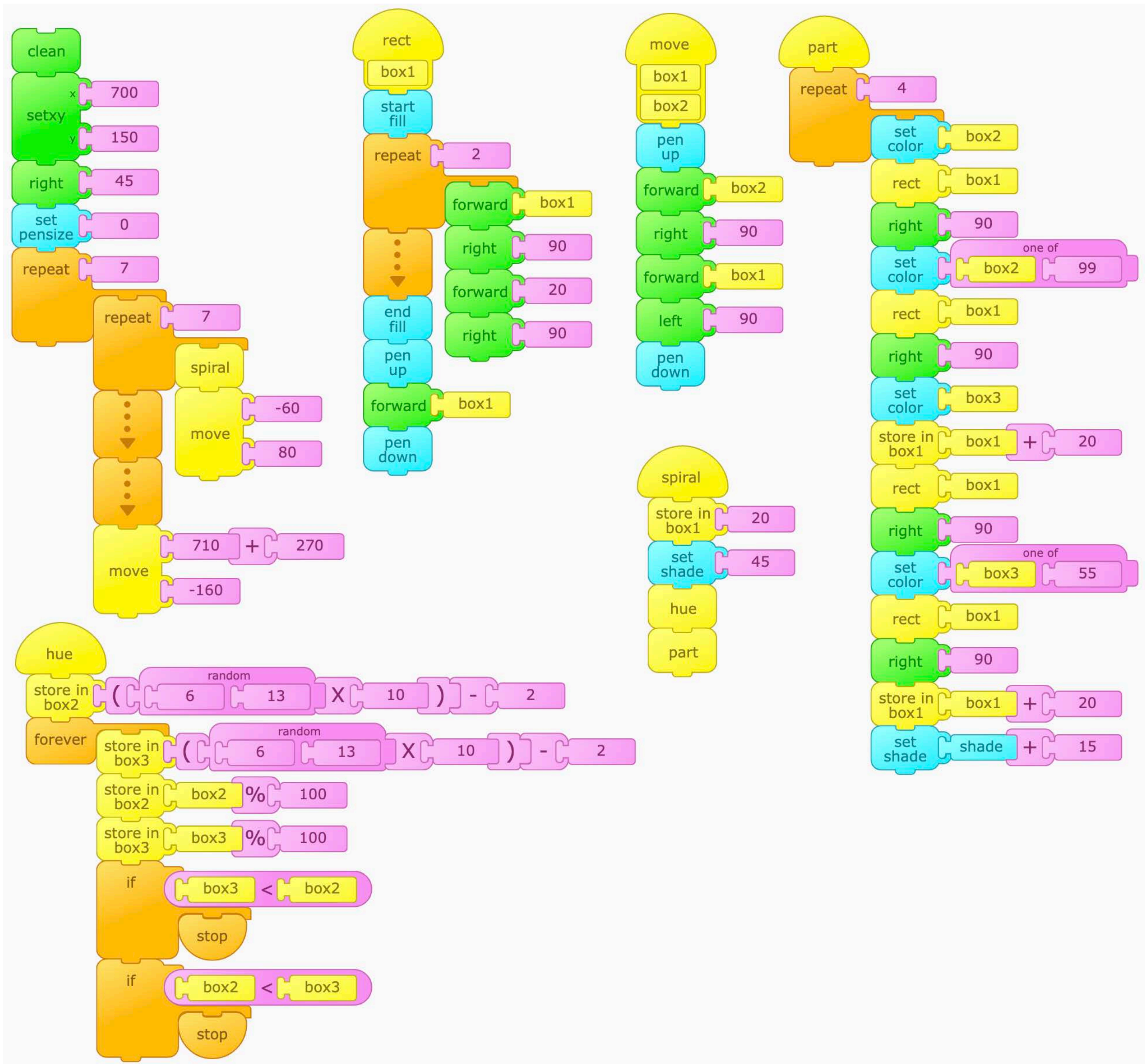
Click the set of blocks with clean on top to start the program.



Panes

91

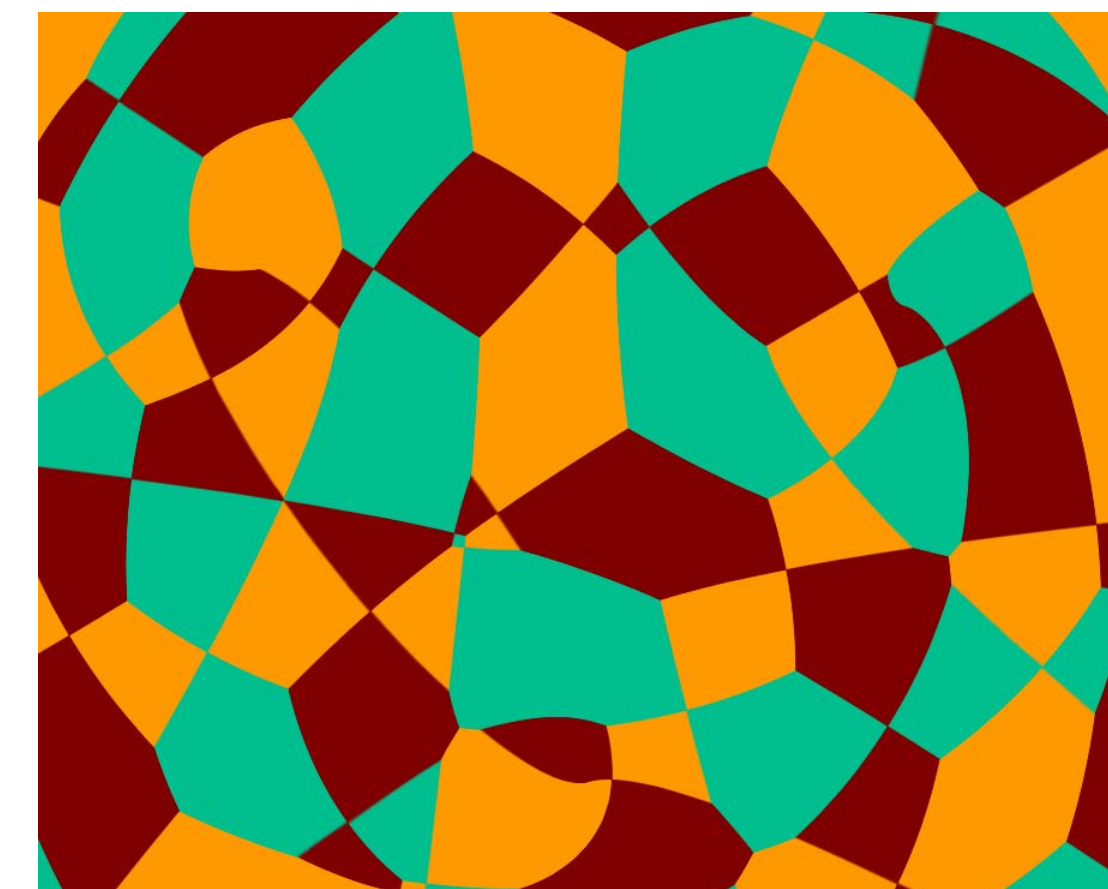
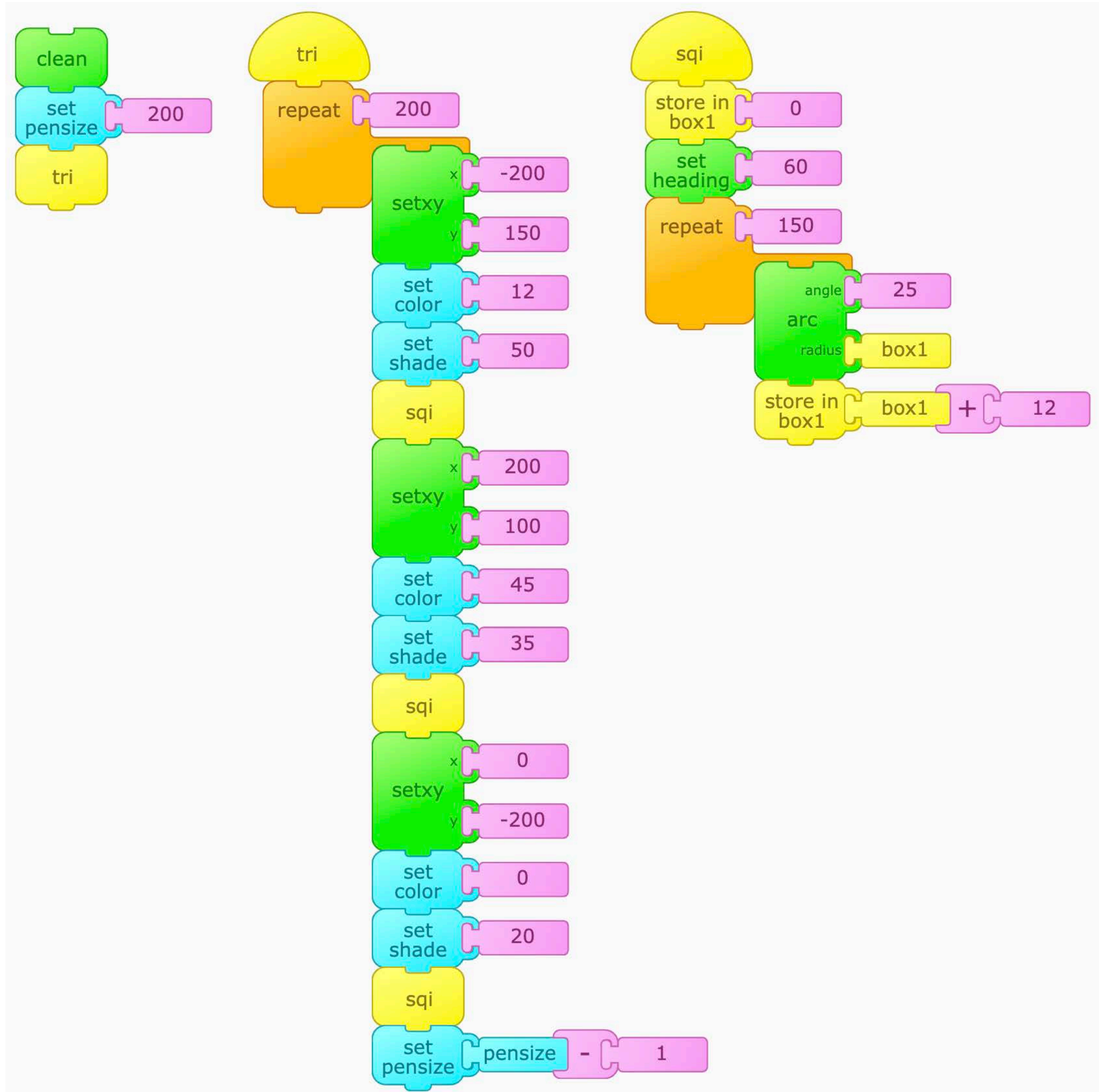
Click the set of blocks with `clean` on top to start the program.



Pastels

92

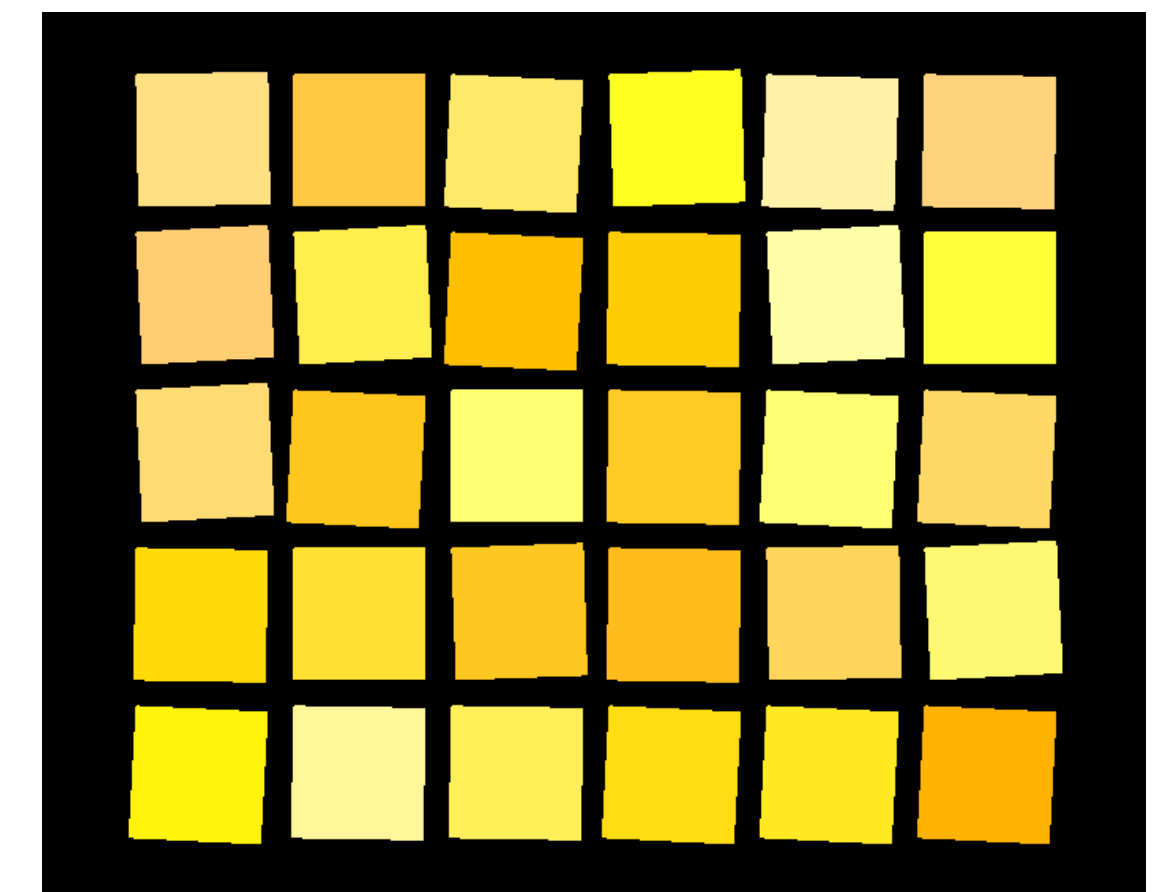
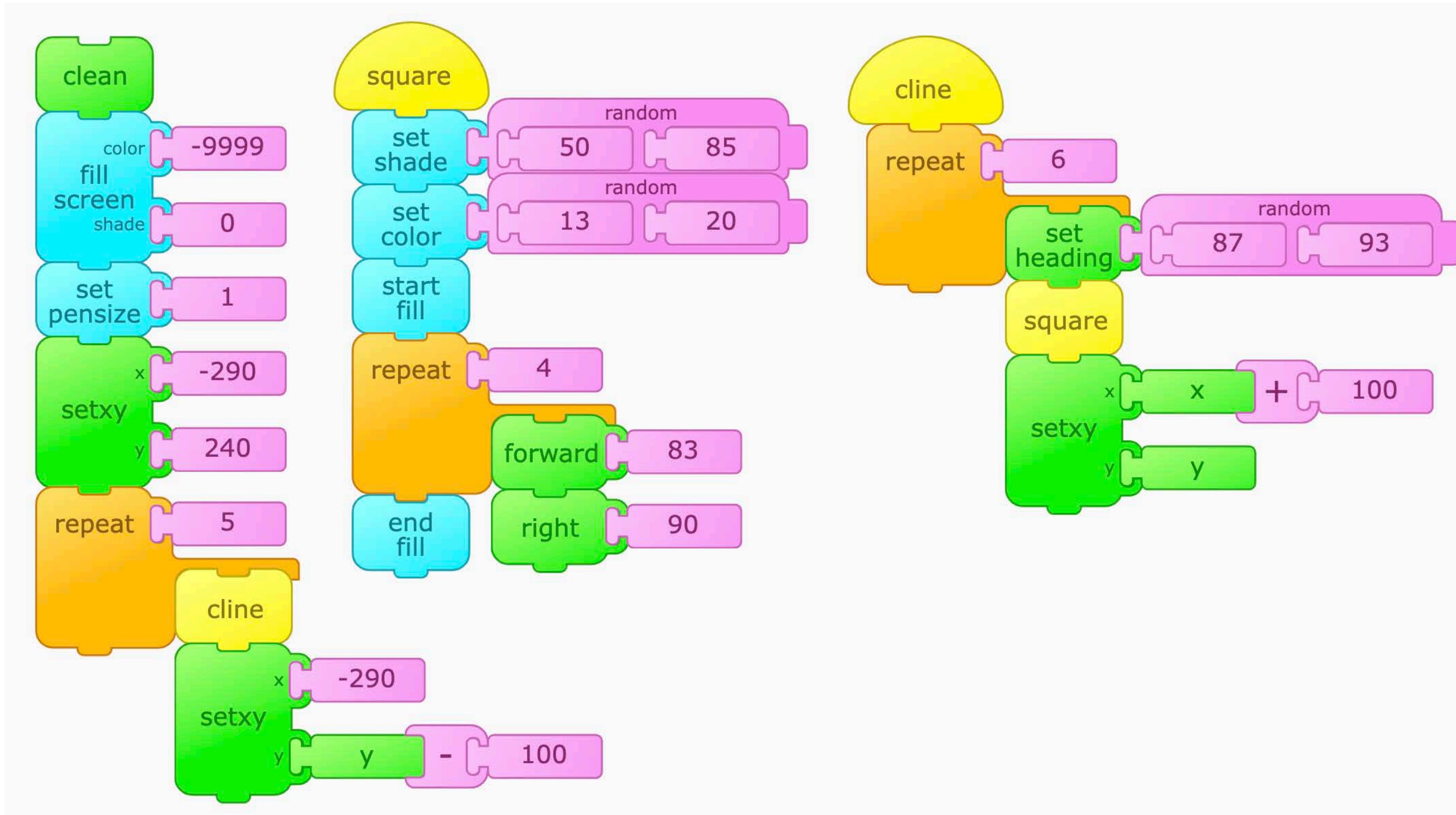
Click the set of blocks with `clean` on top to start the program.



Patches

93

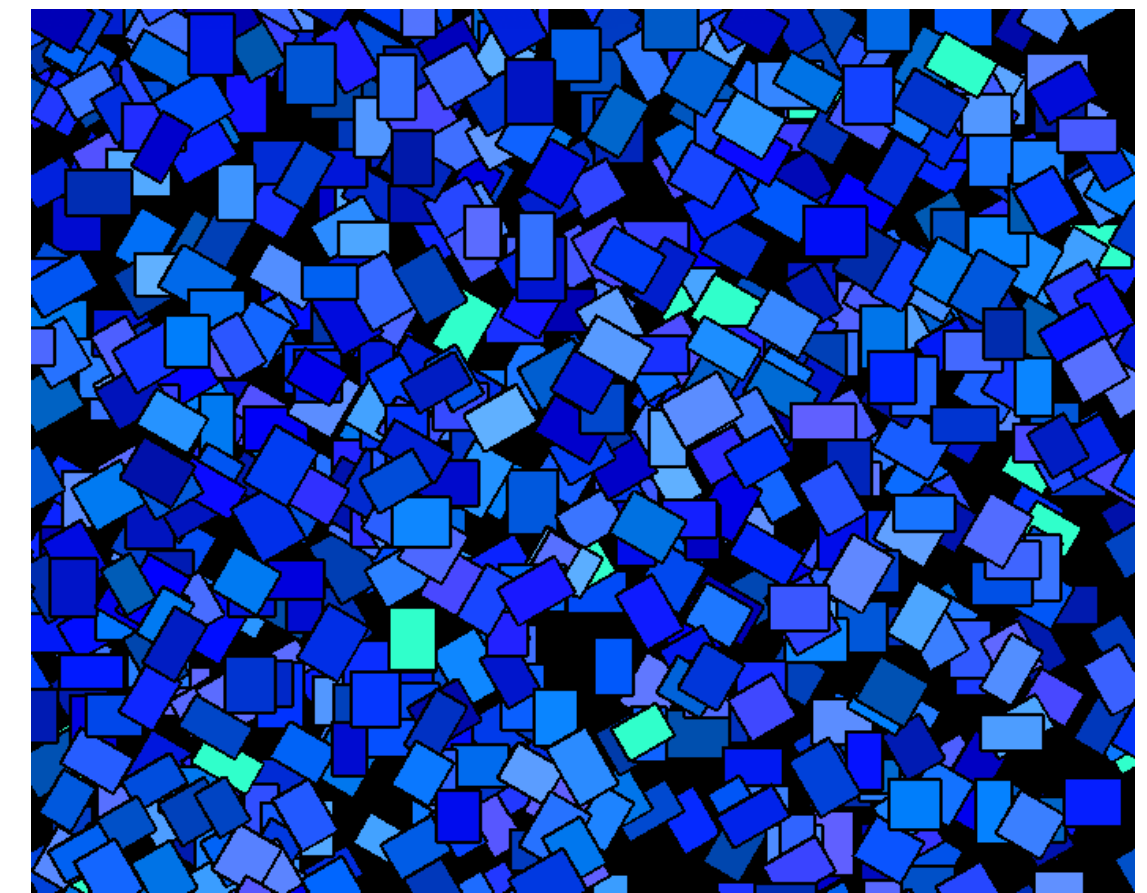
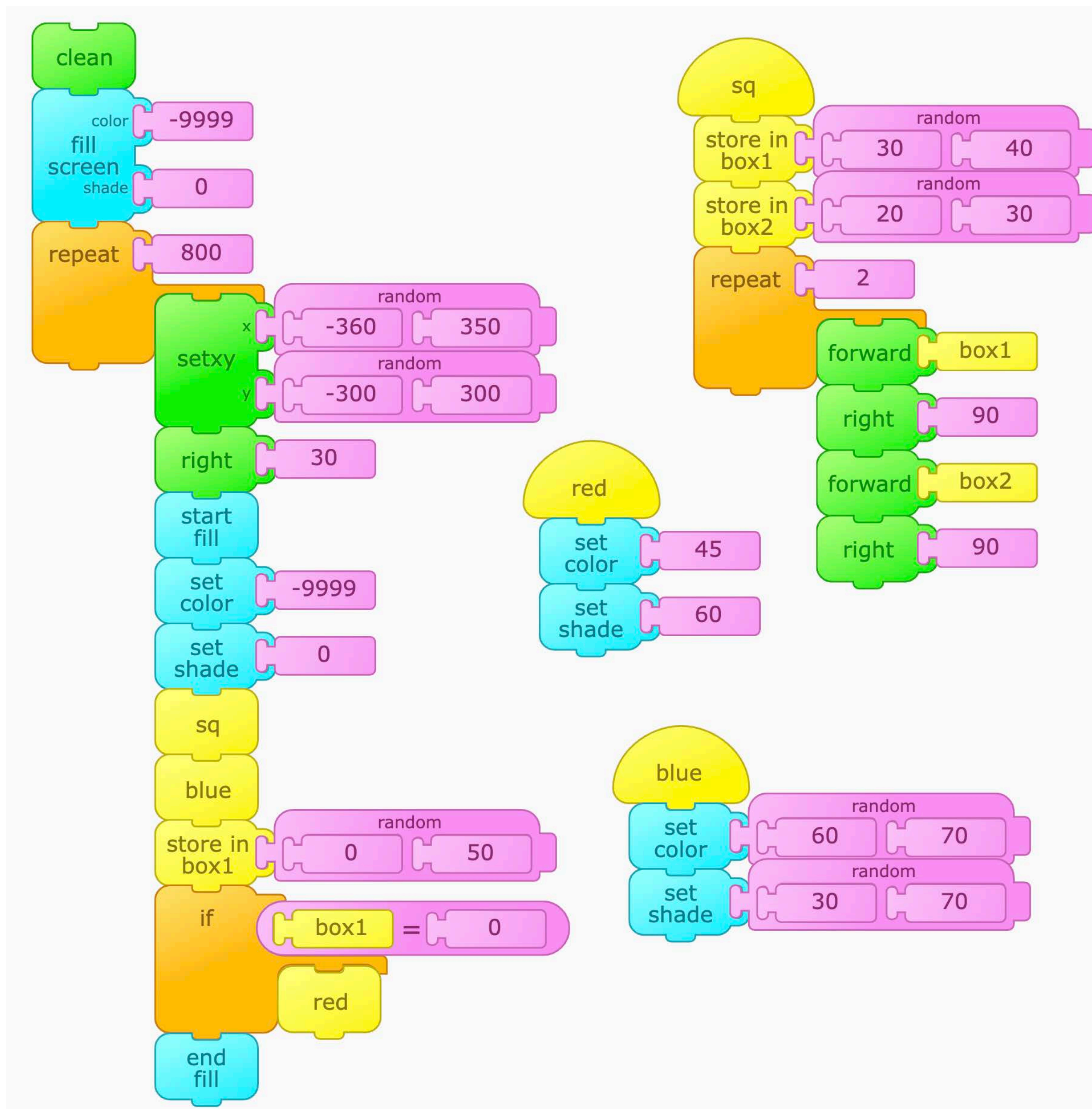
Click the set of blocks with `clean` on top to start the program.



Patio

94

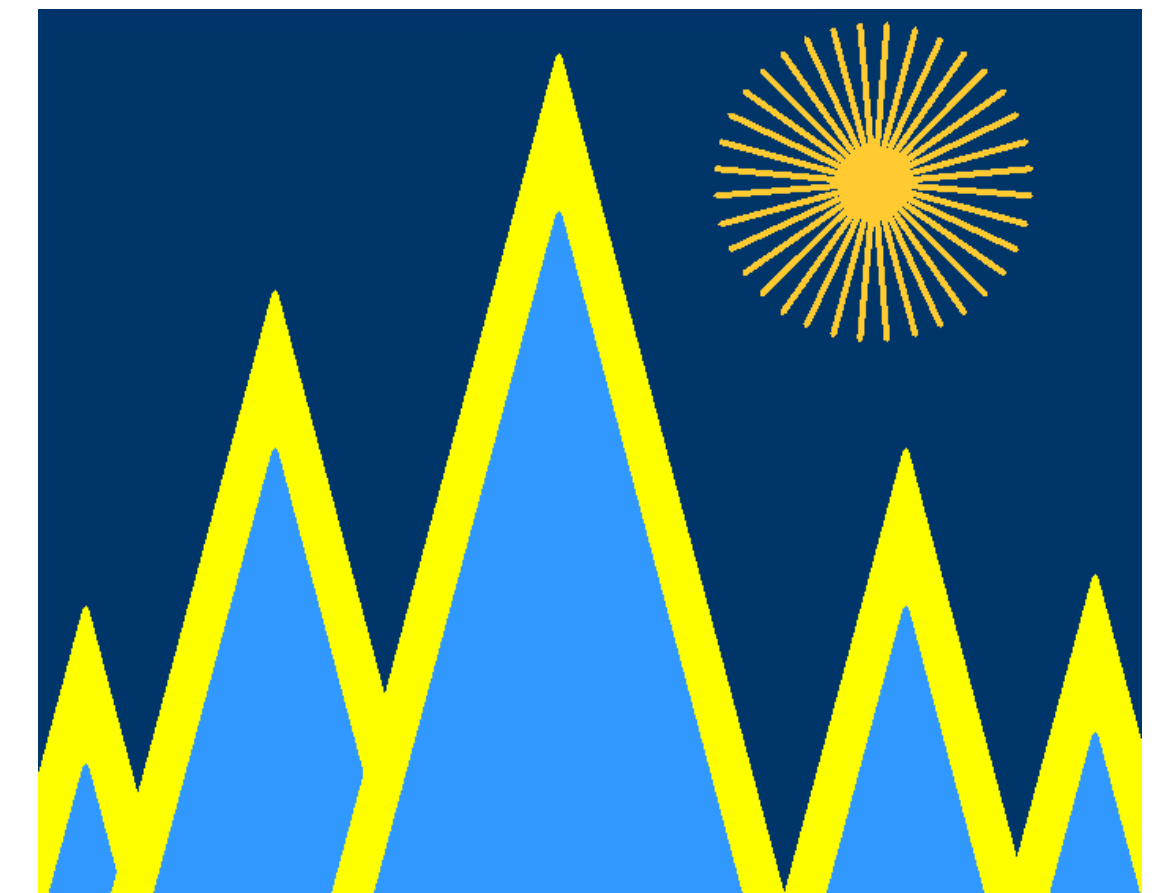
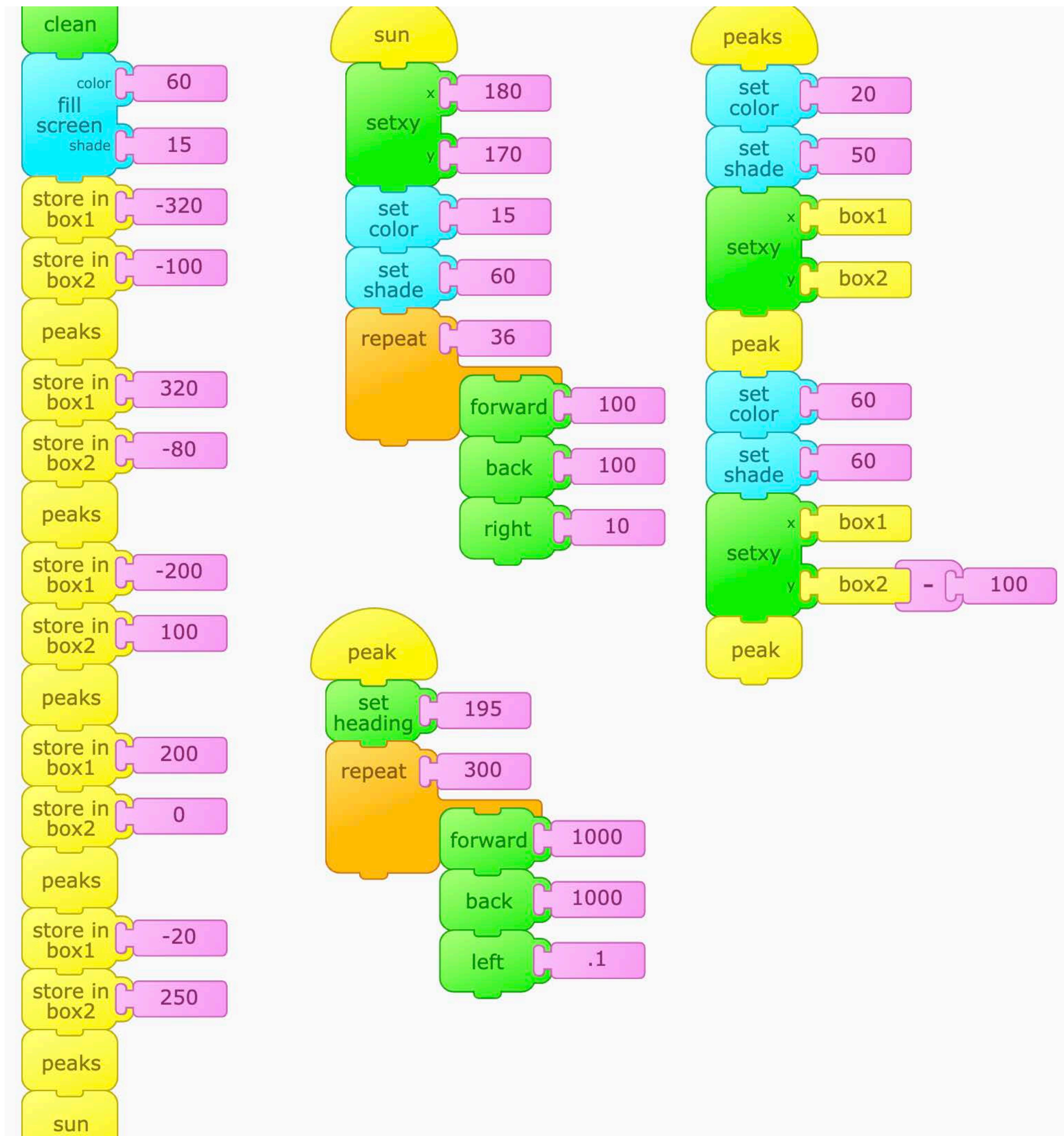
Click the set of blocks with `clean` on top to start the program.



Paving

95

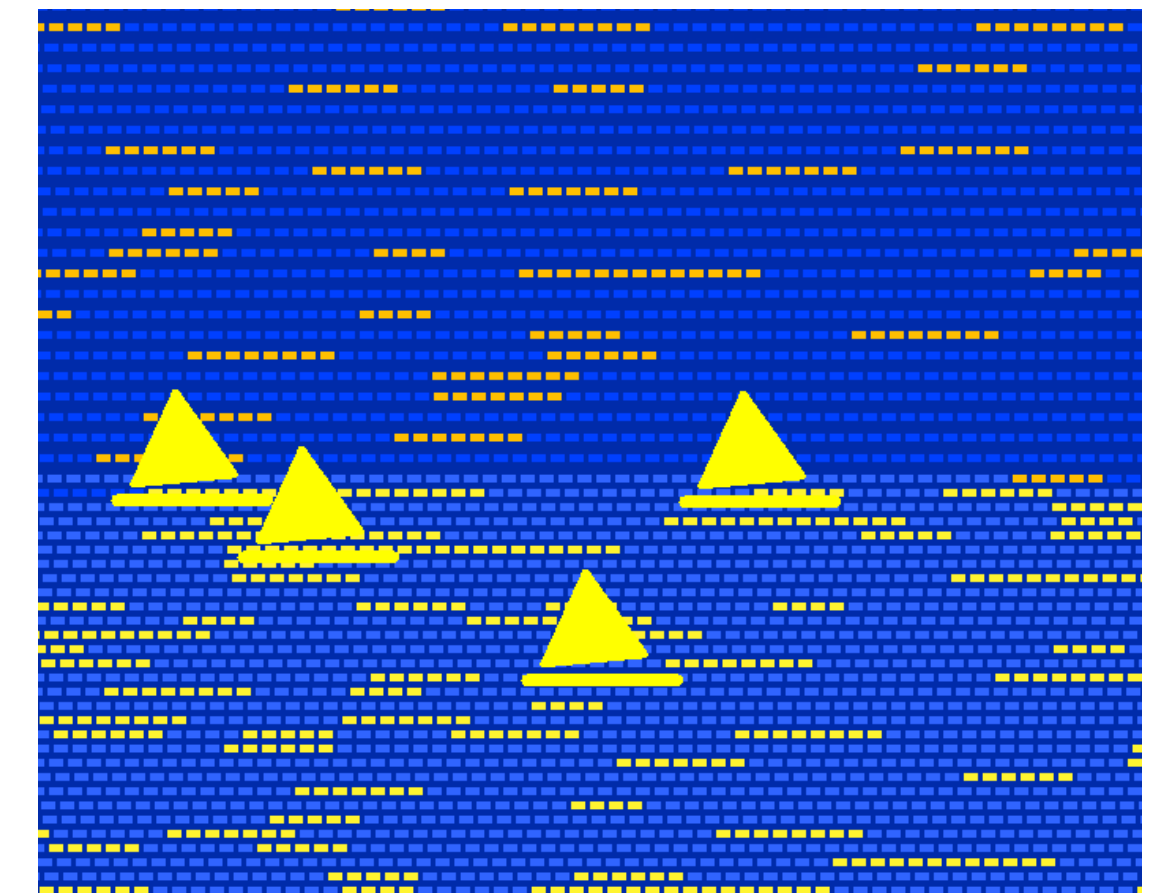
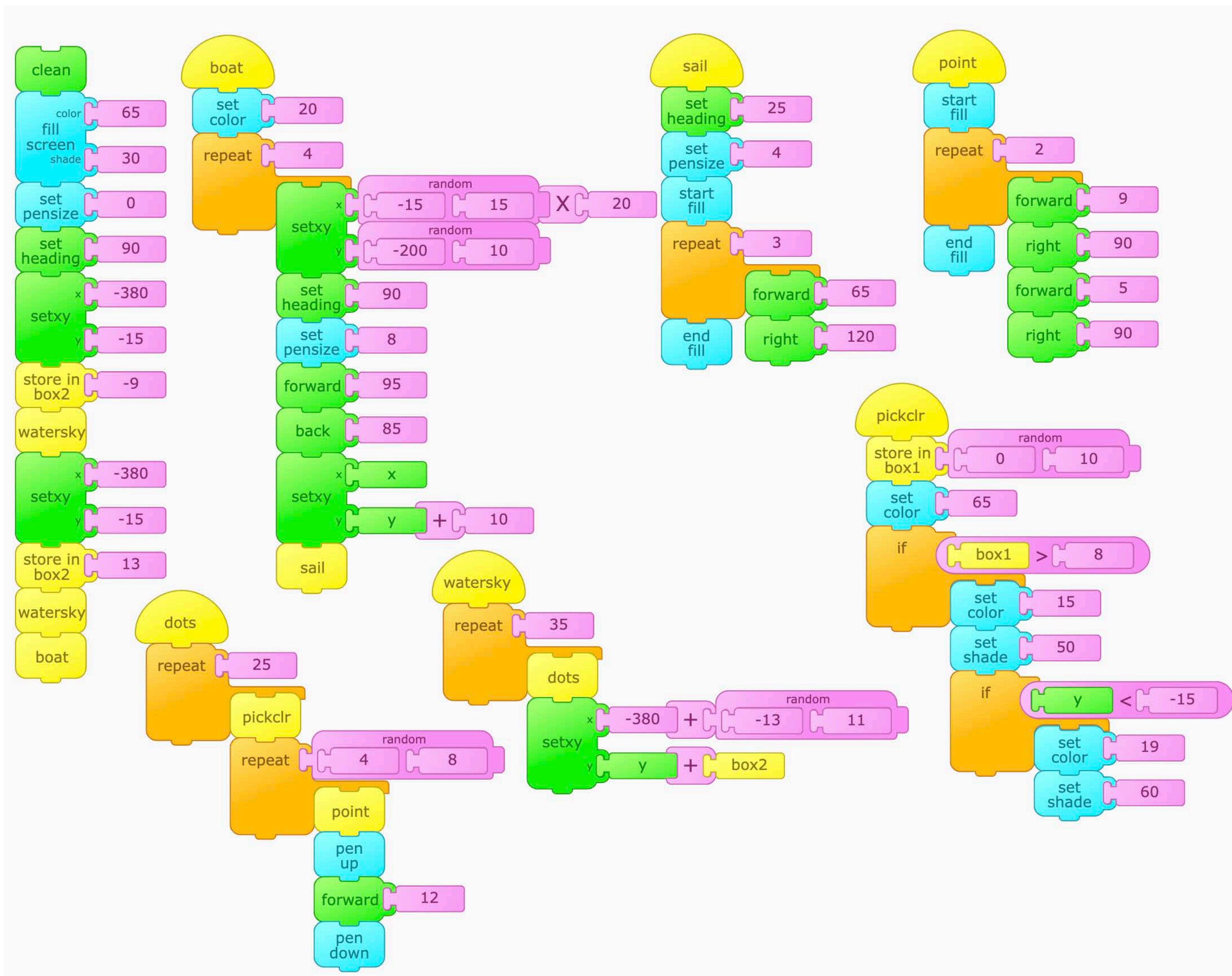
Click the set of blocks with `clean` on top to start the program.



Peaks

96

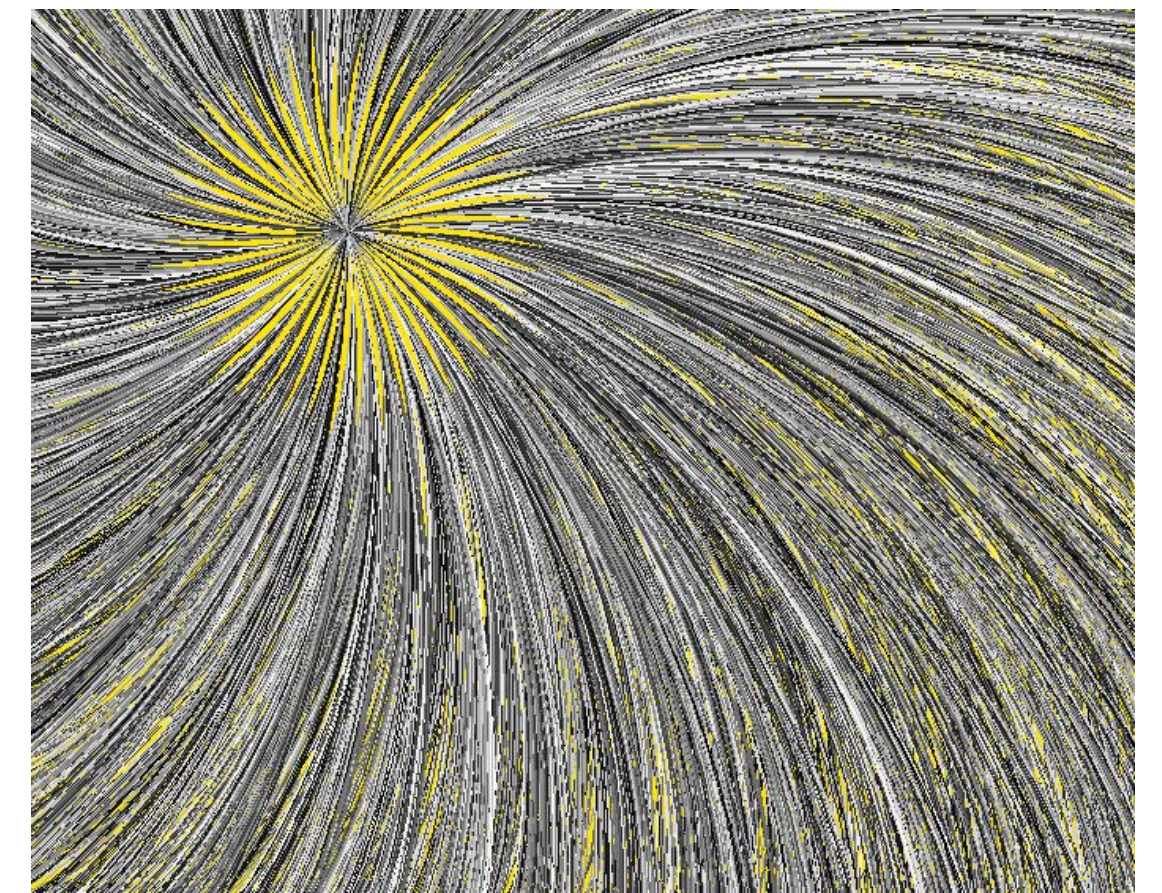
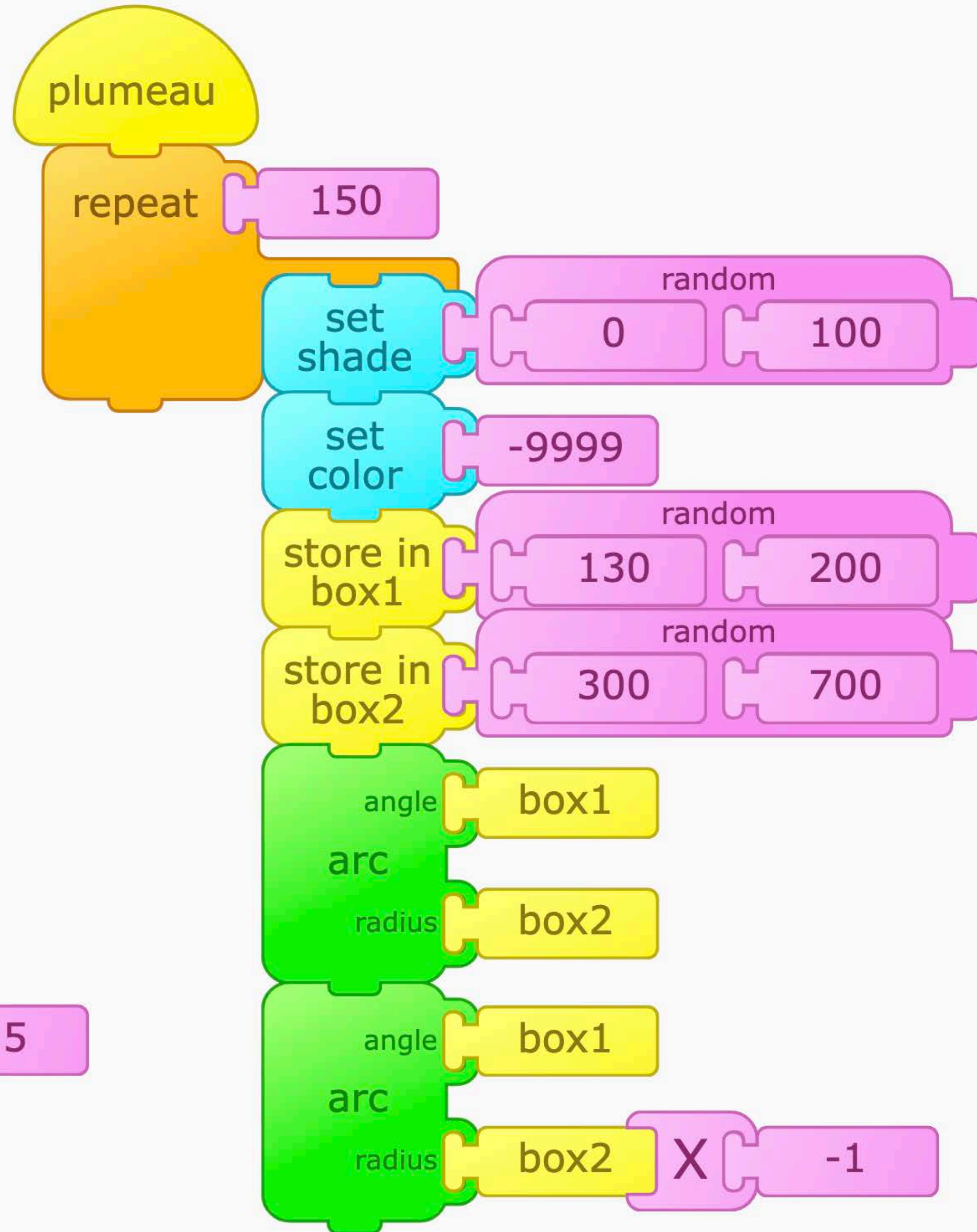
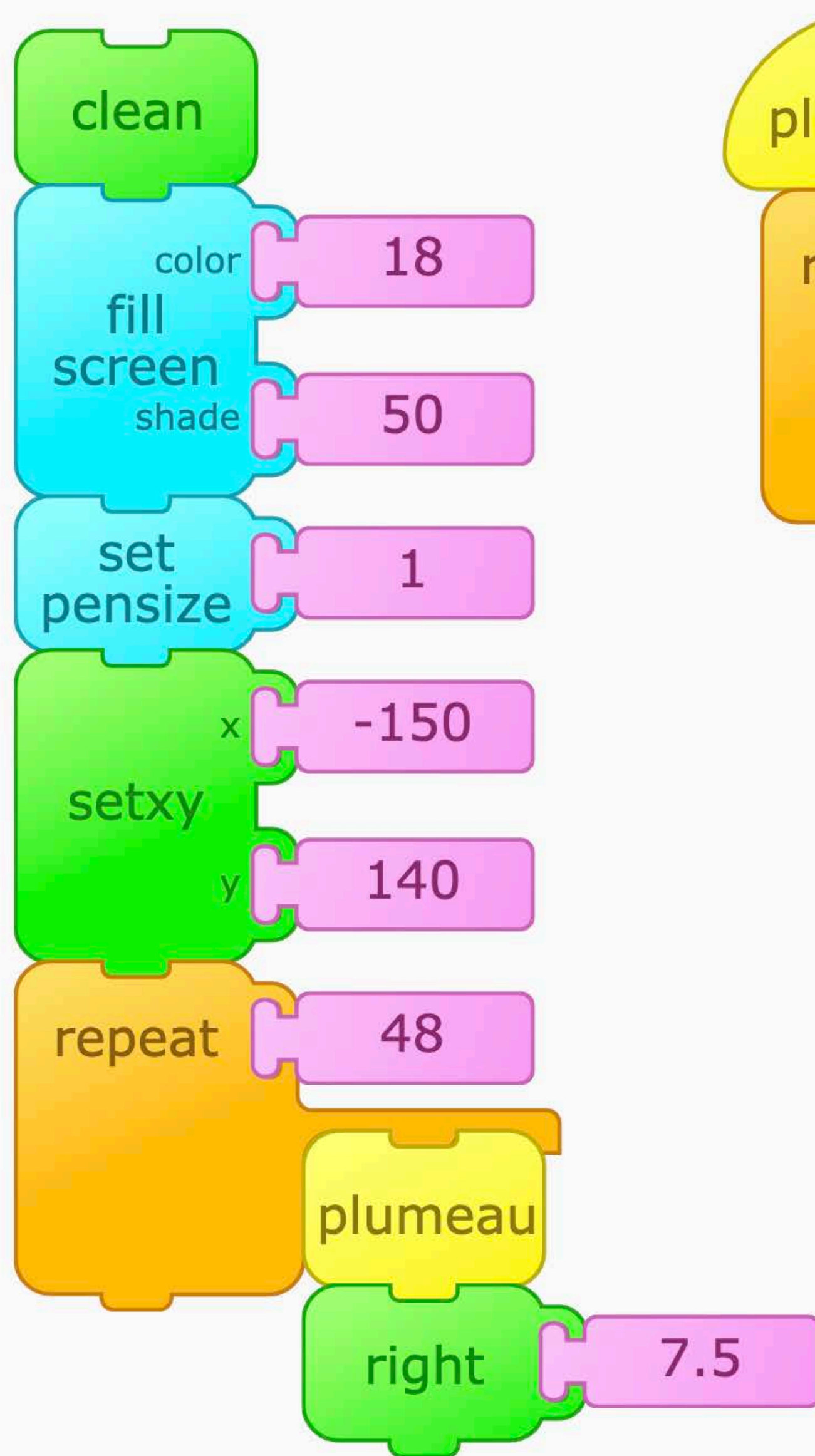
Click the set of blocks with `clean` on top to start the program.



Petits Bateaux

97

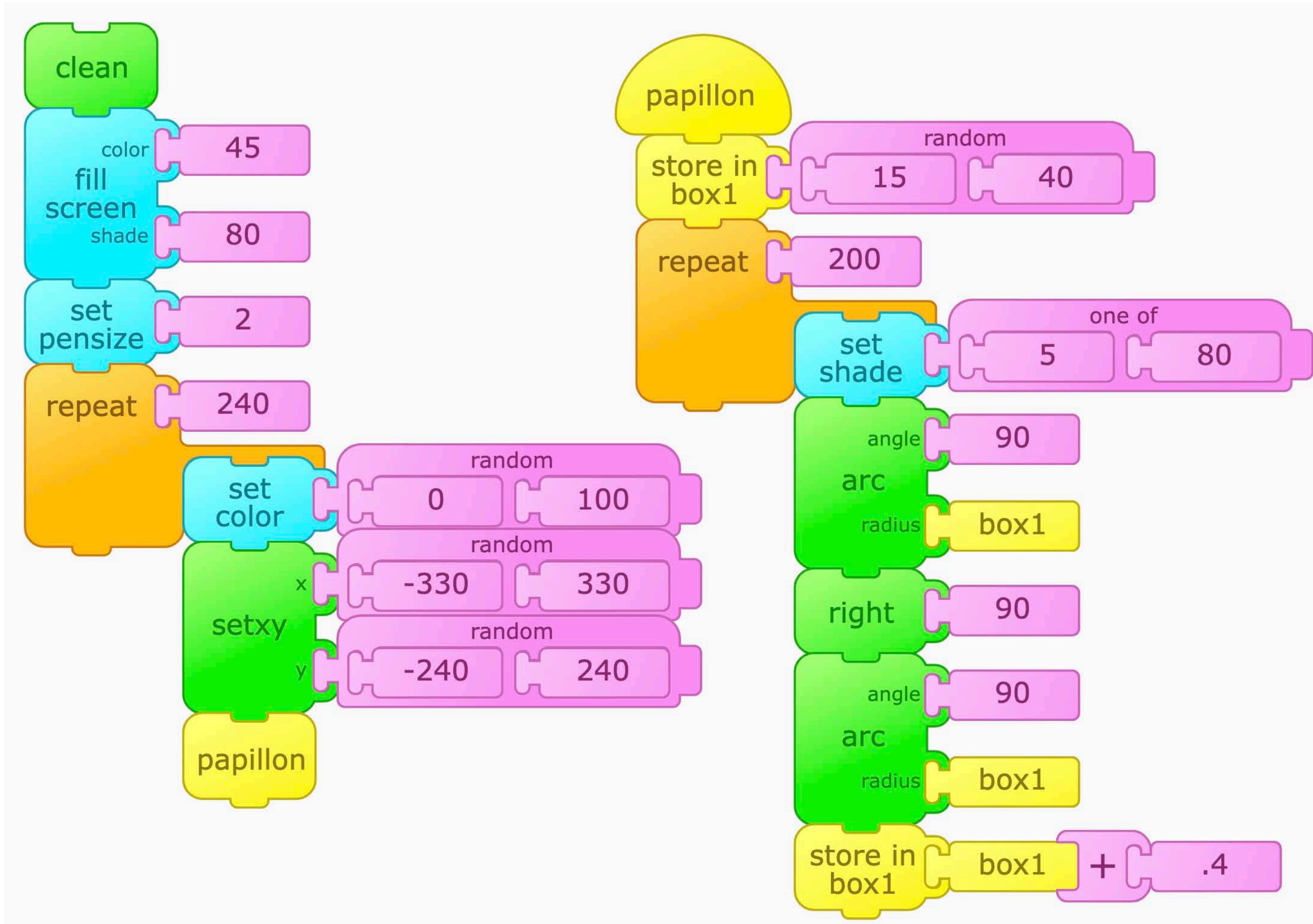
Click the set of blocks with clean on top to start the program.



Plumeau

98

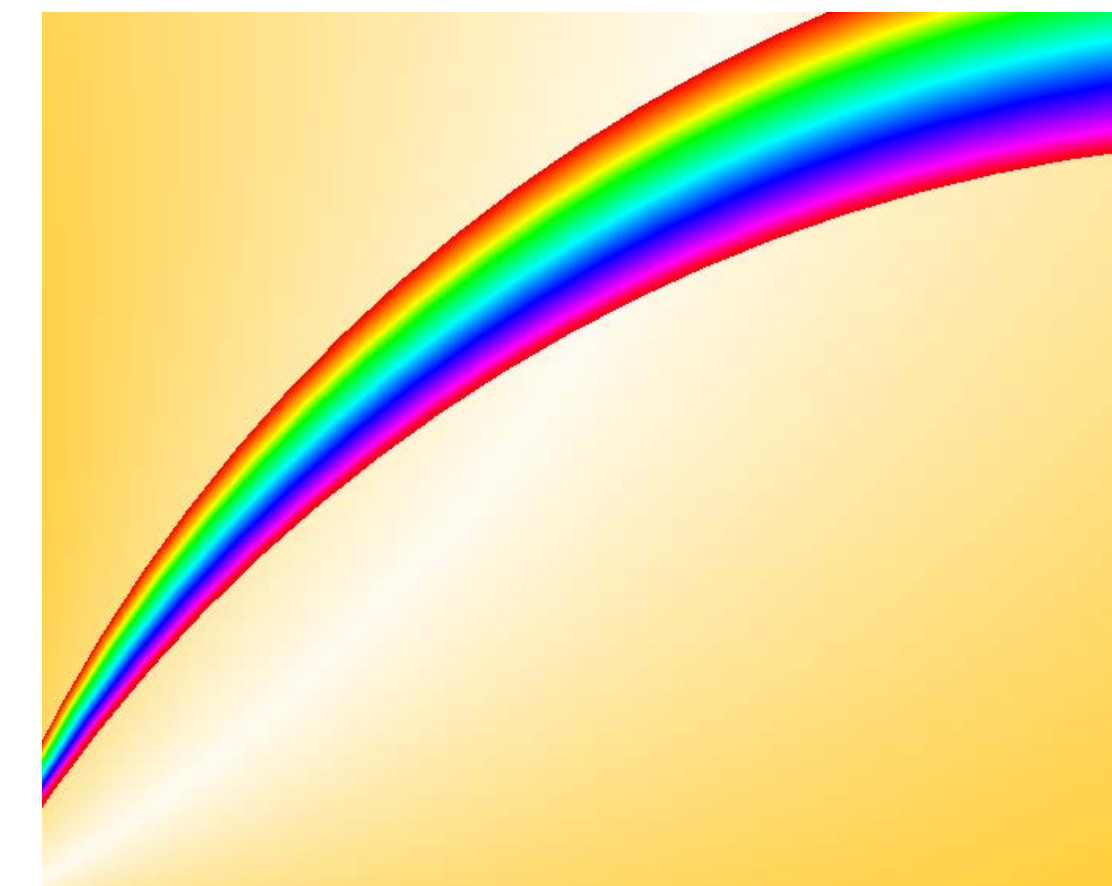
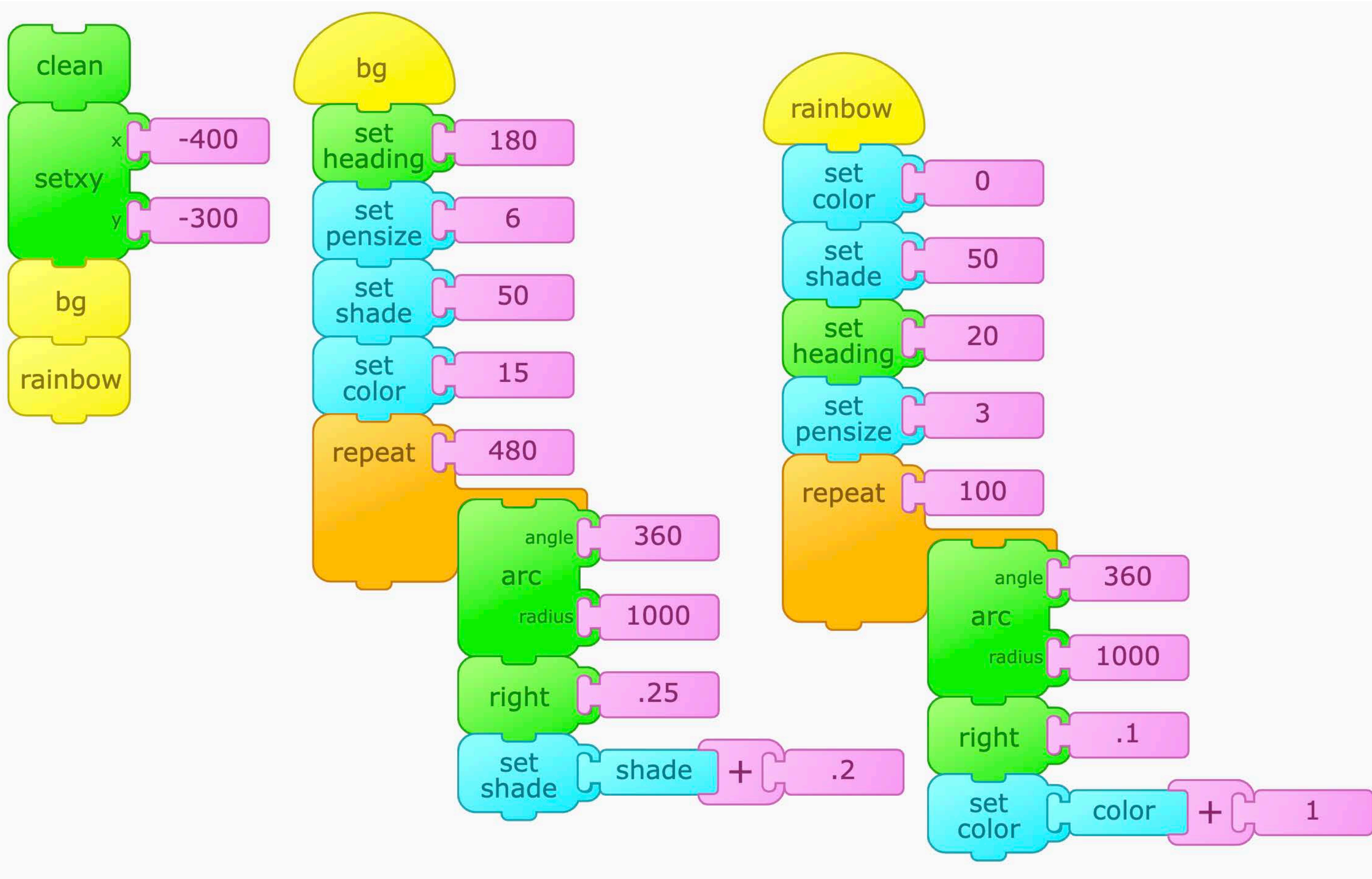
Click the set of blocks with `clean` on top to start the program.



Quatre

99

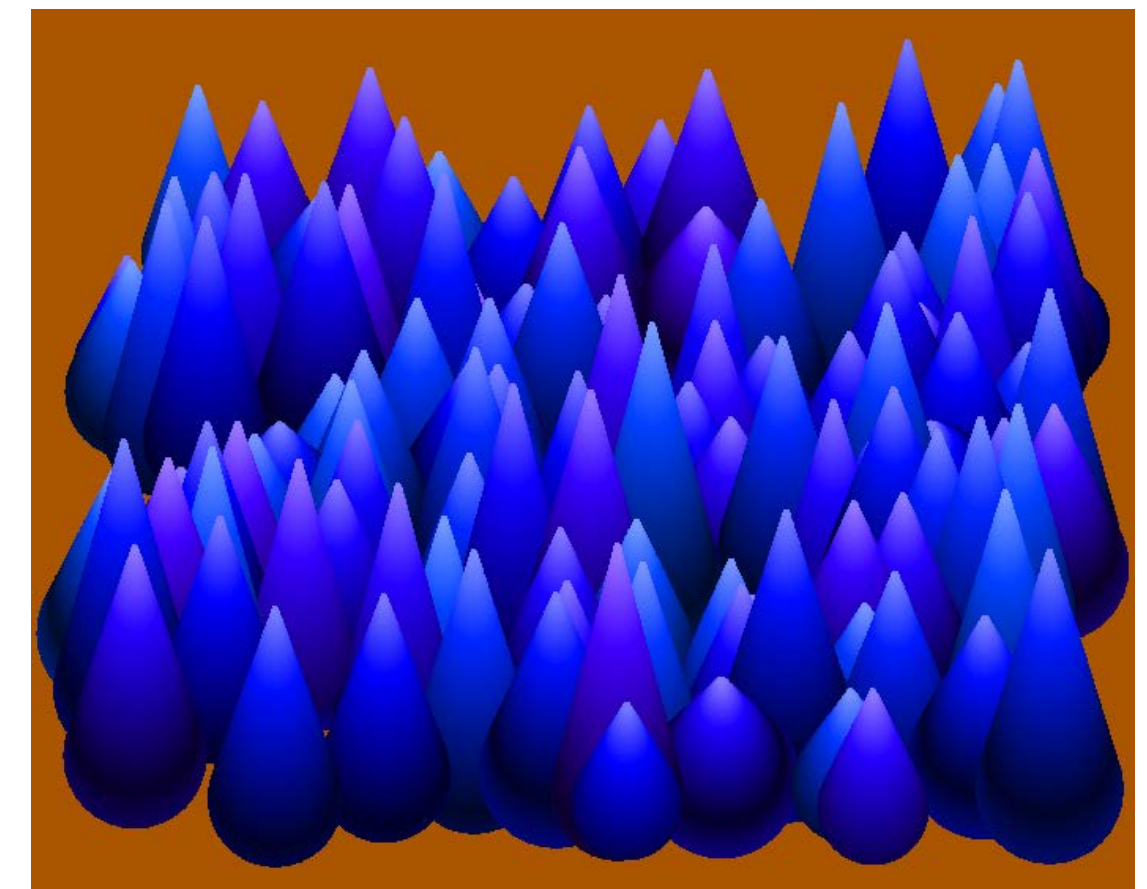
Click the set of blocks with `clean` on top to start the program.



Rainbow

100

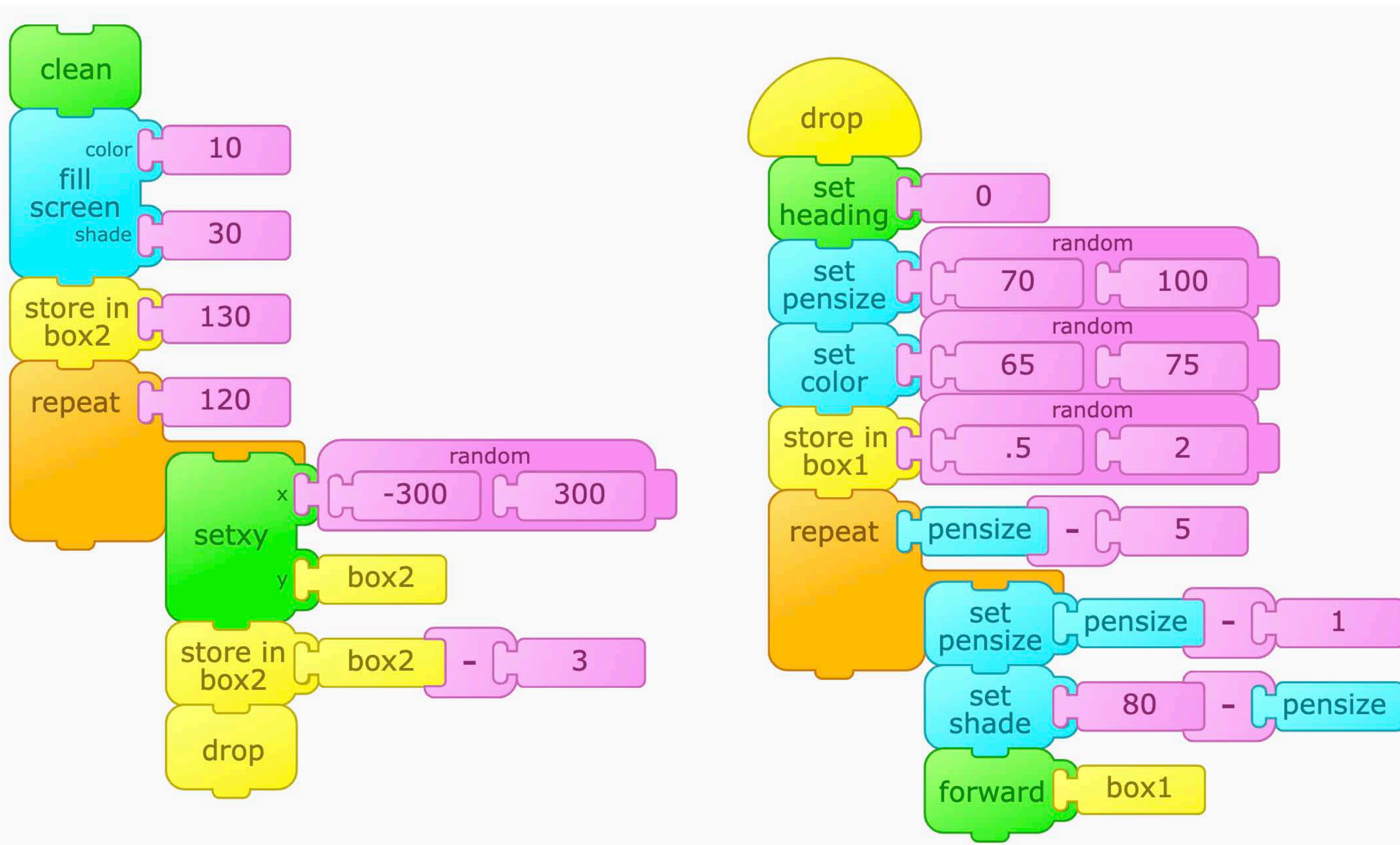
Click the set of blocks with clean on top to start the program.

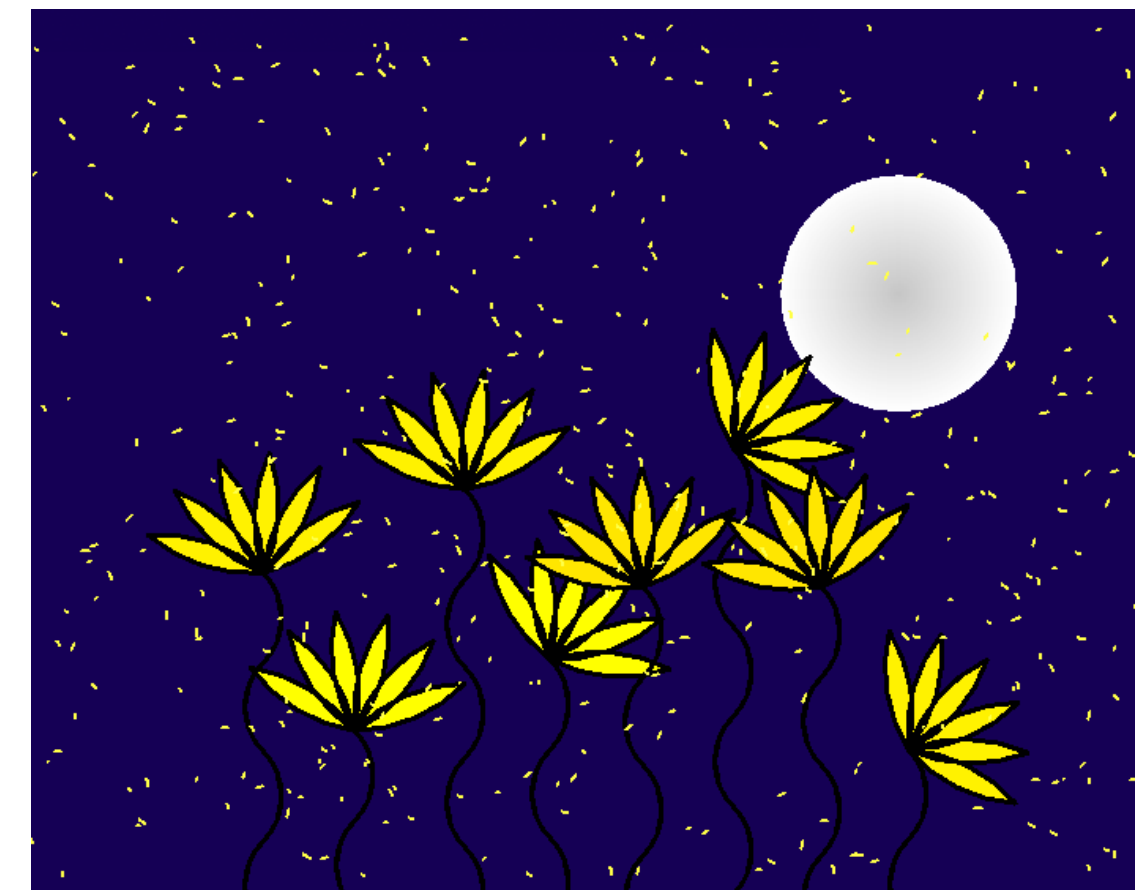


Rainforest

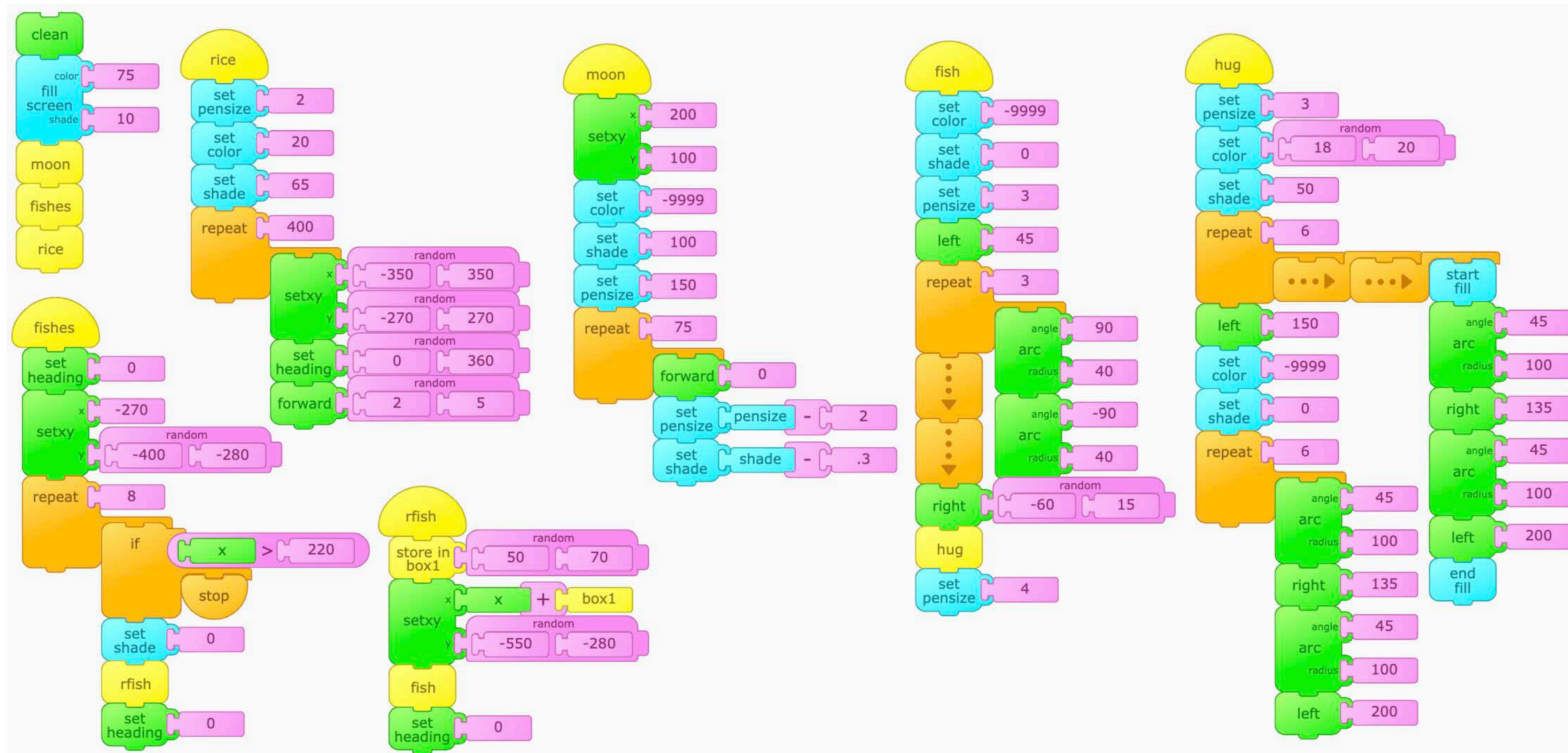
101

Click the set of blocks with `clean` on top to start the program.



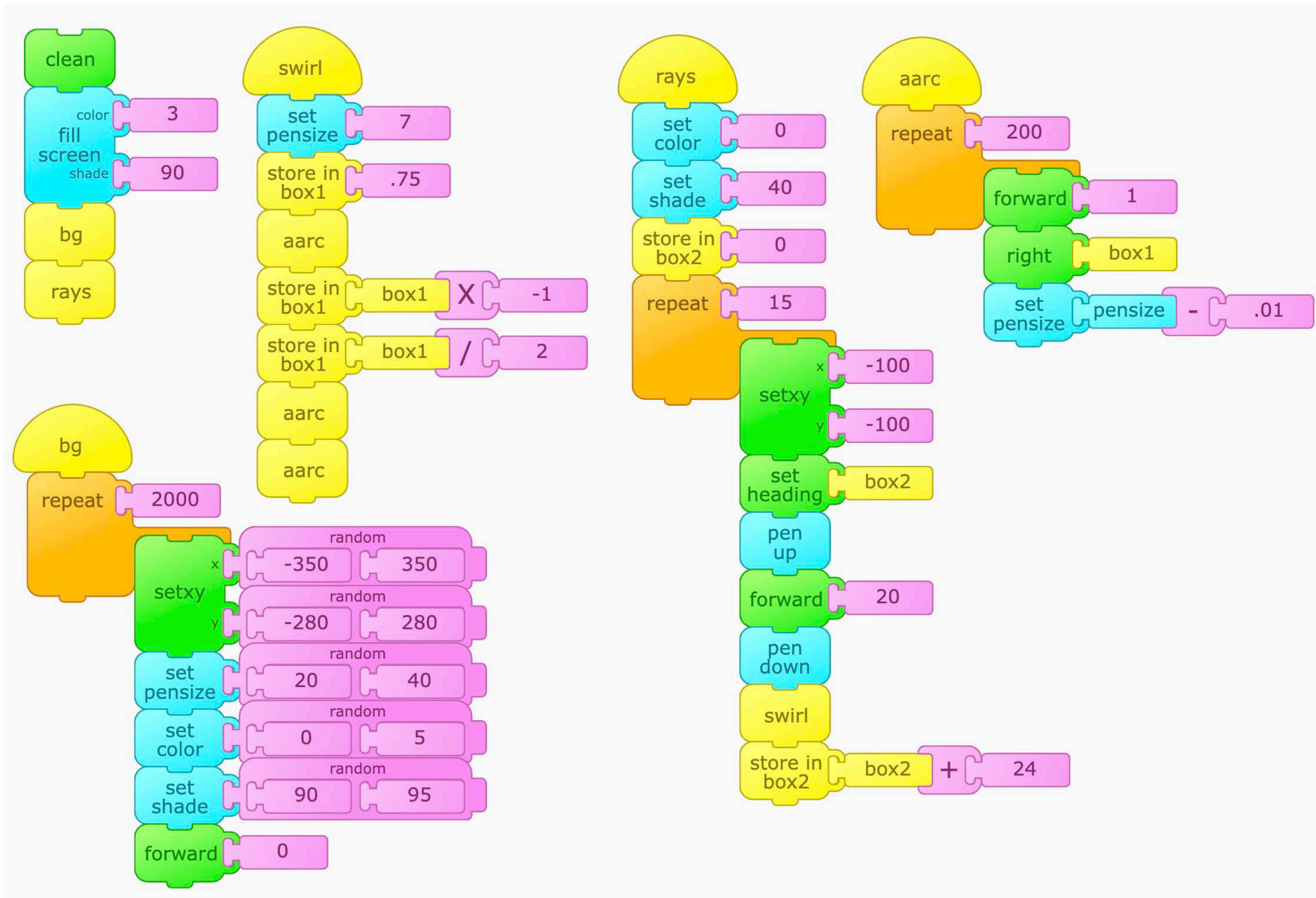


Reaching



102

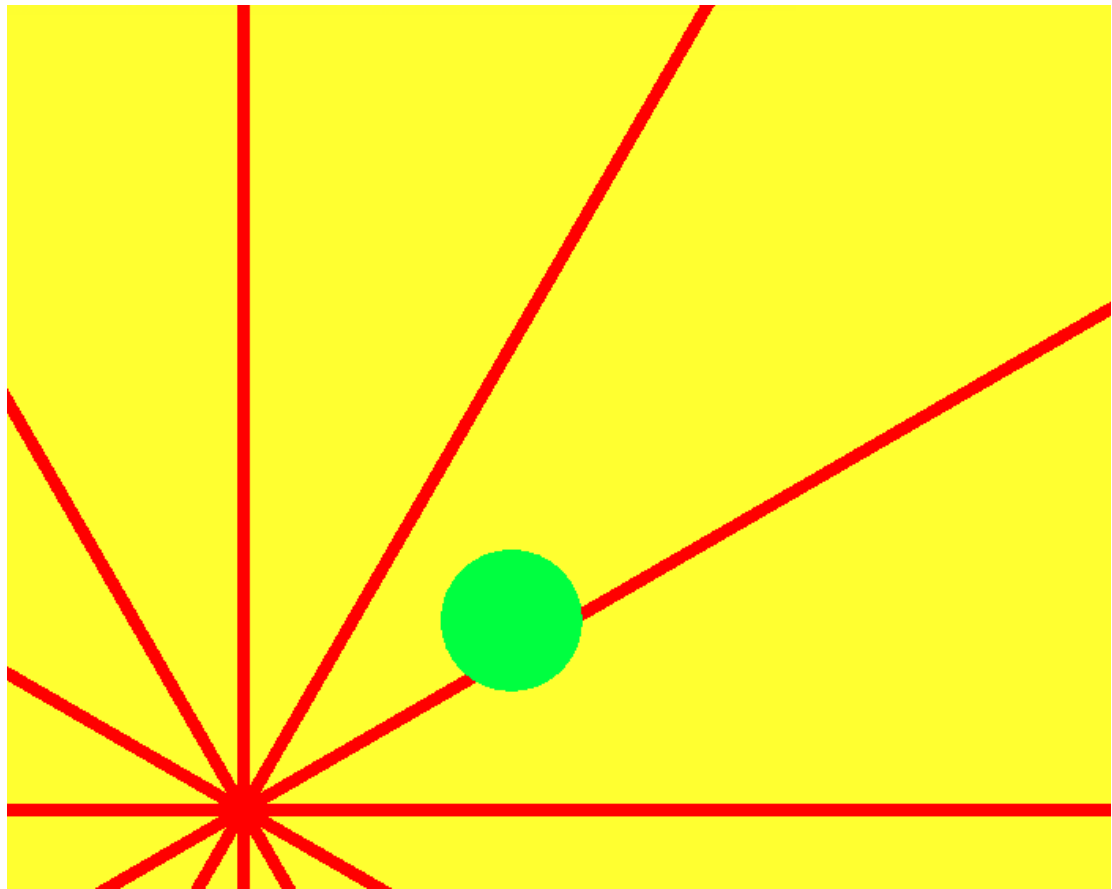
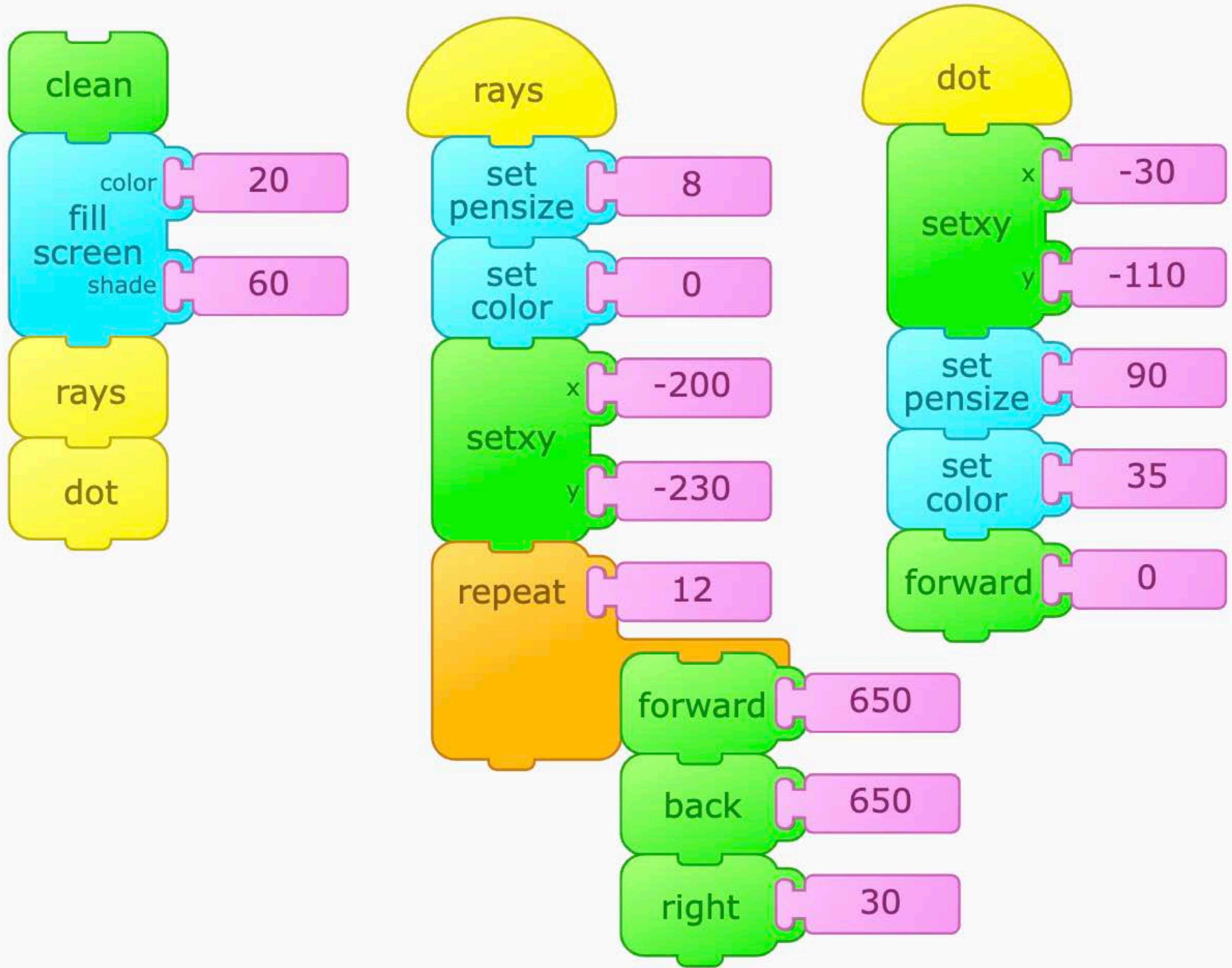
Click the set of blocks with `clean` on top to start the program.



Red On Pink

103

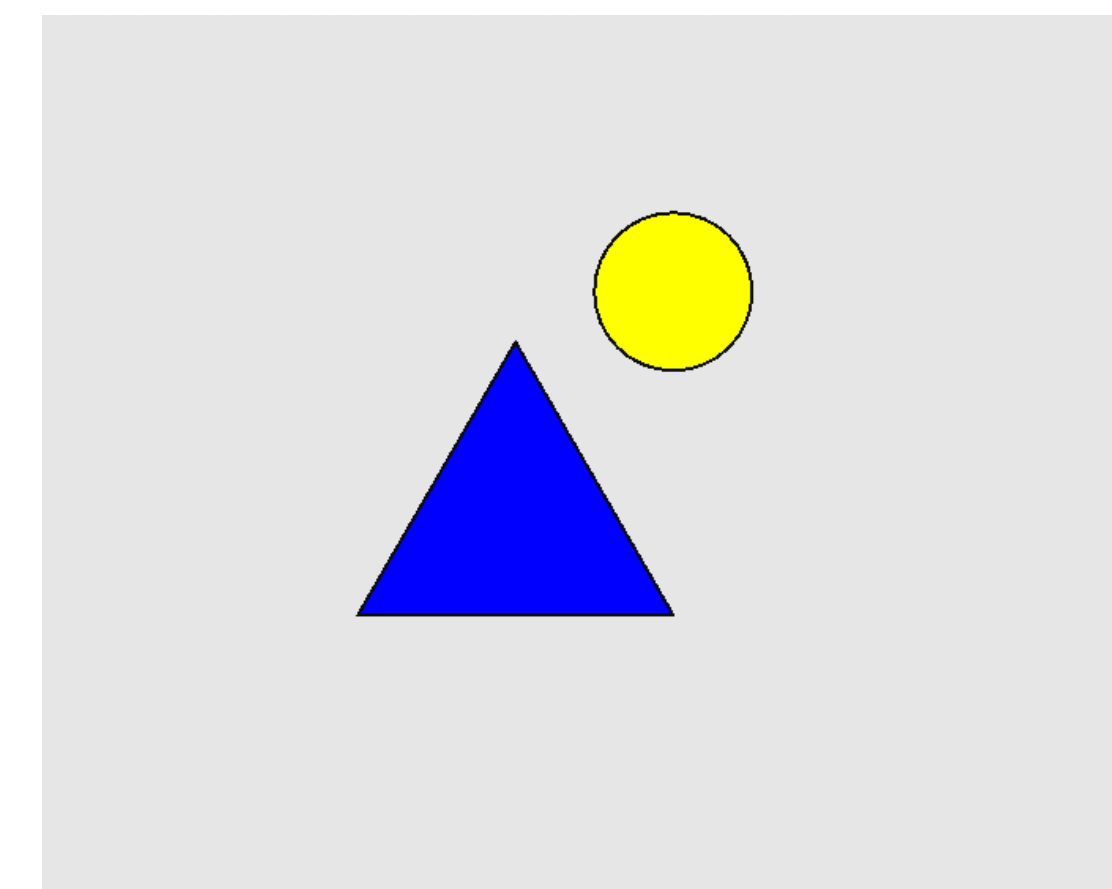
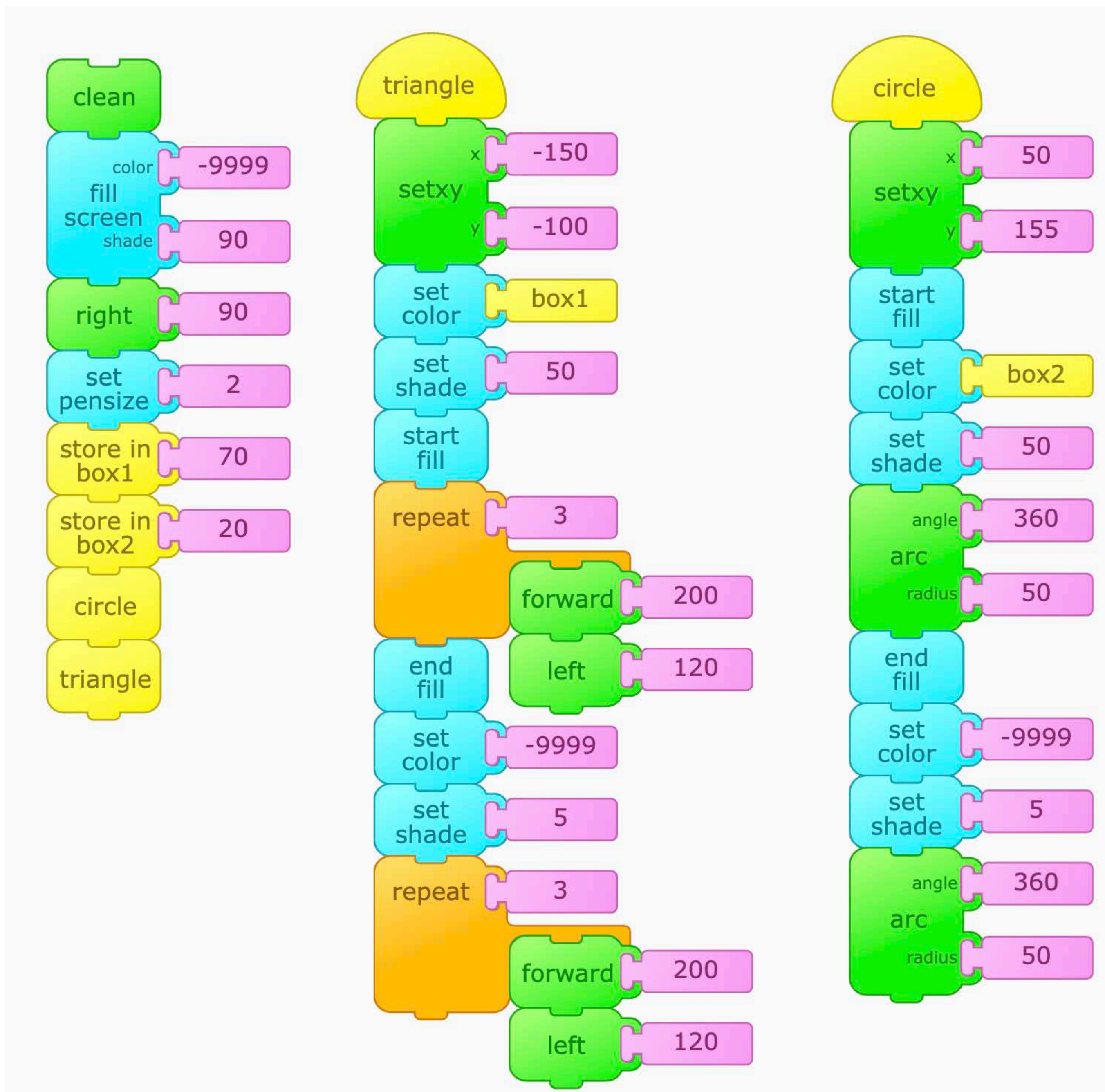
Click the set of blocks with `clean` on top to start the program.



Reflection

104

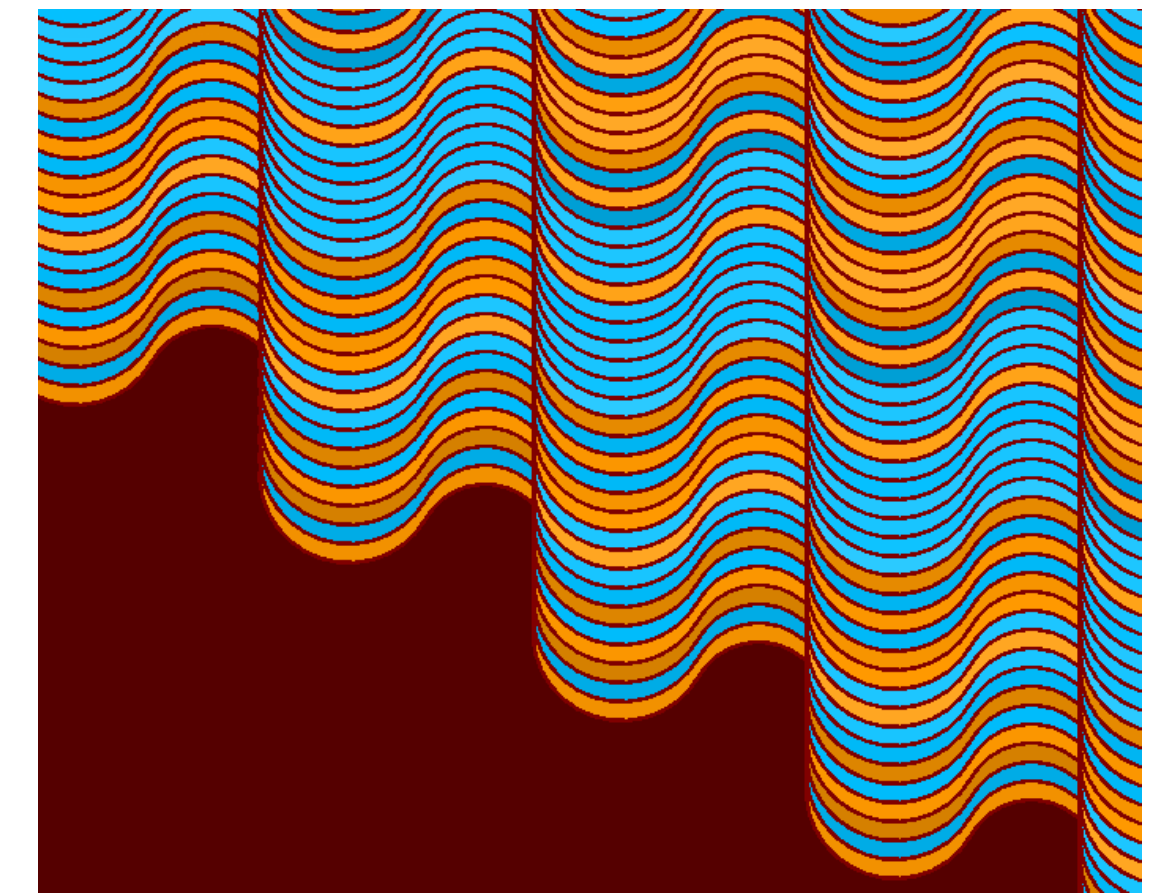
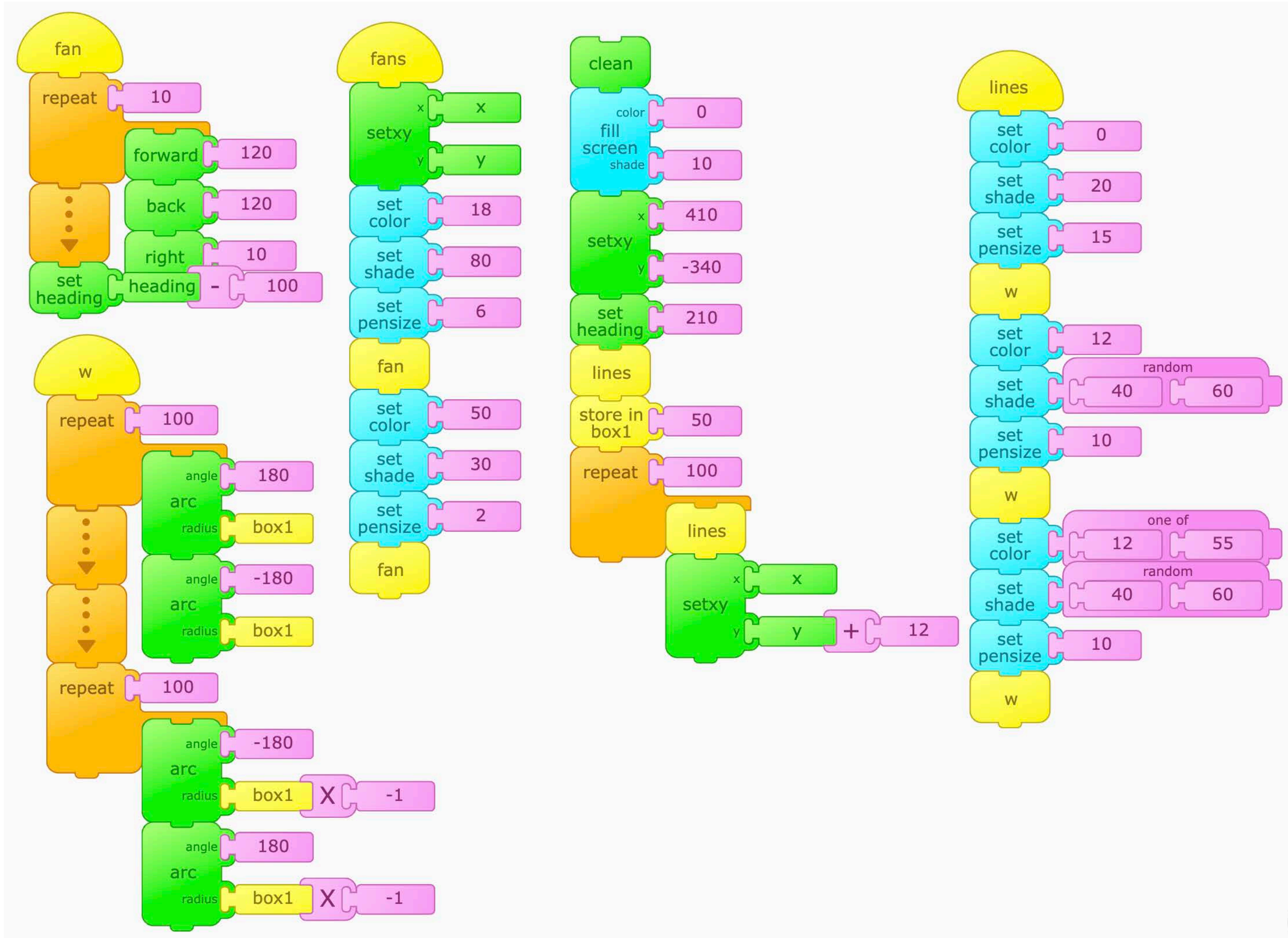
Click the set of blocks with clean on top to start the program.



Reflection

105

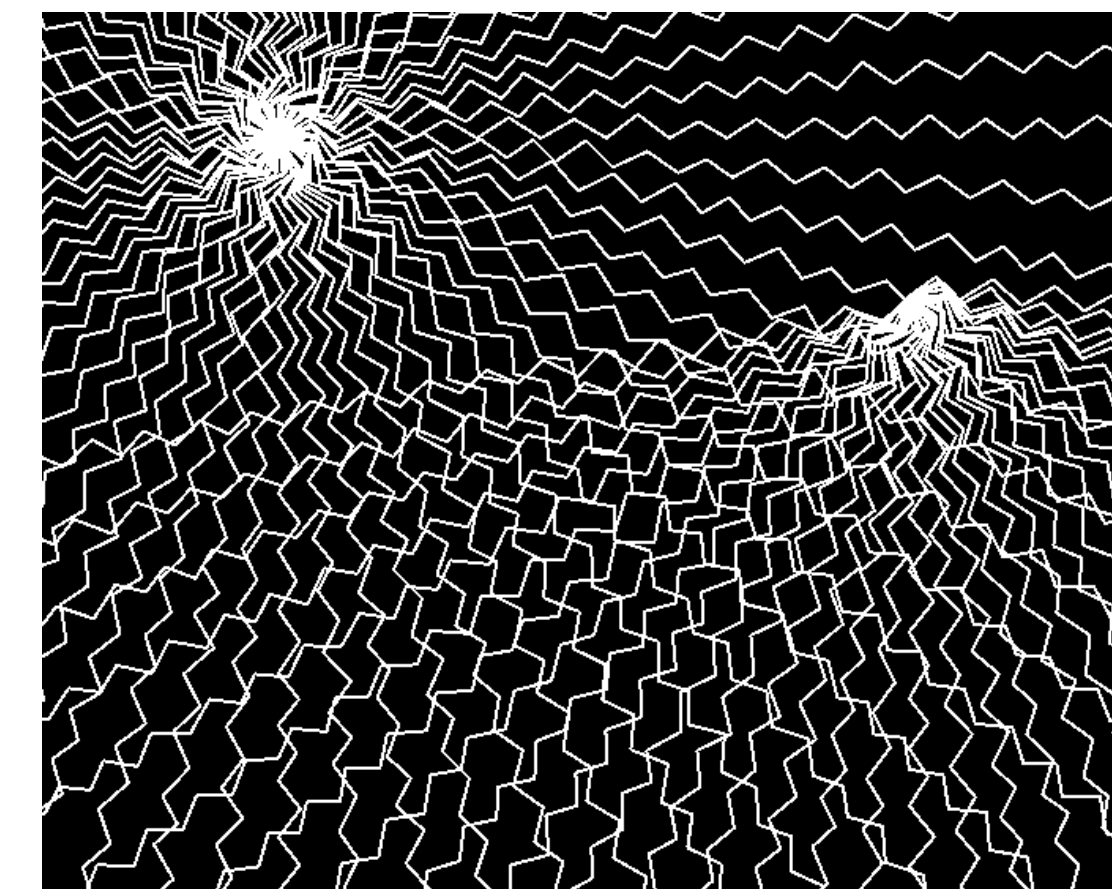
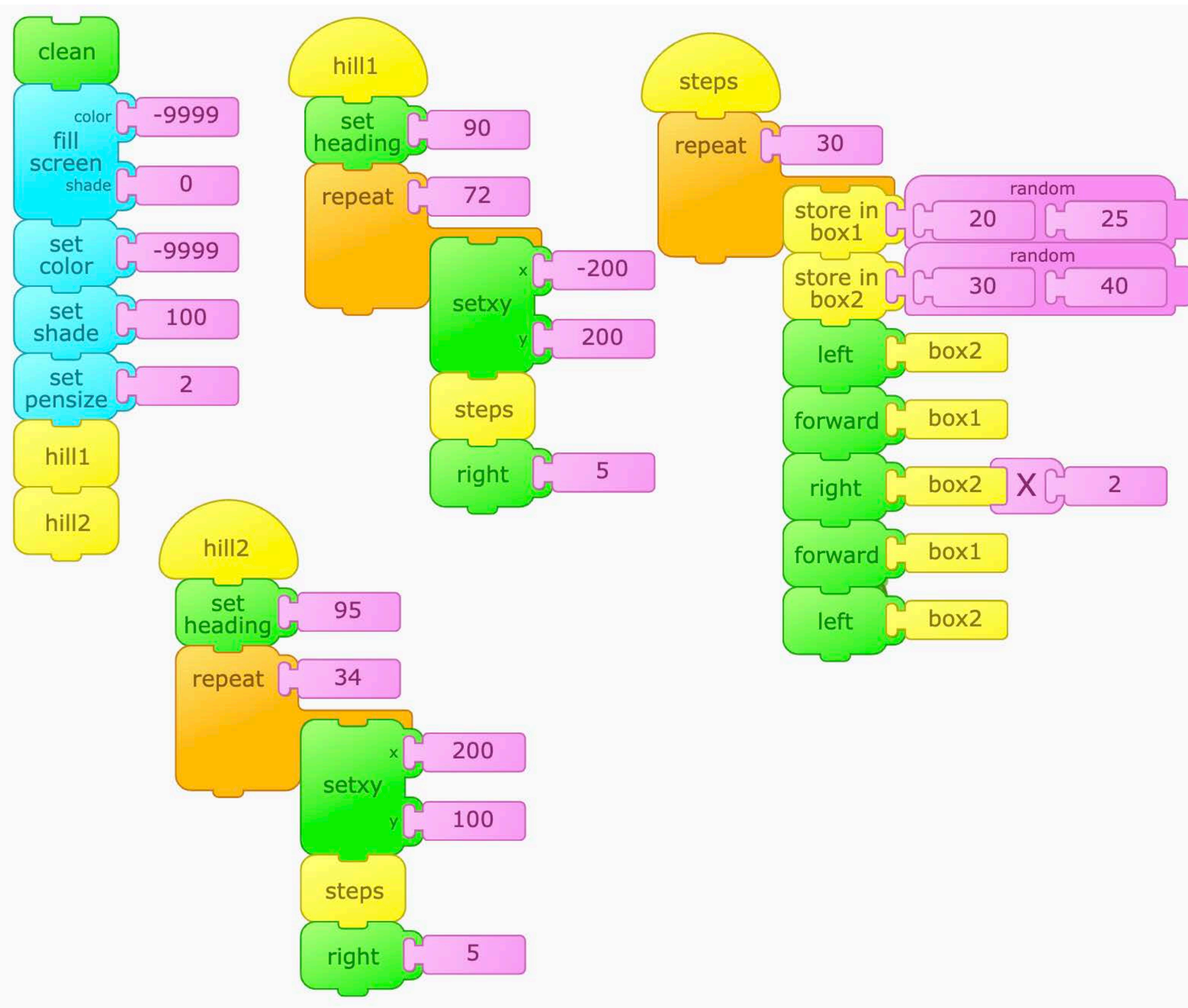
Click the set of blocks with clean on top to start the program.



Rideau

106

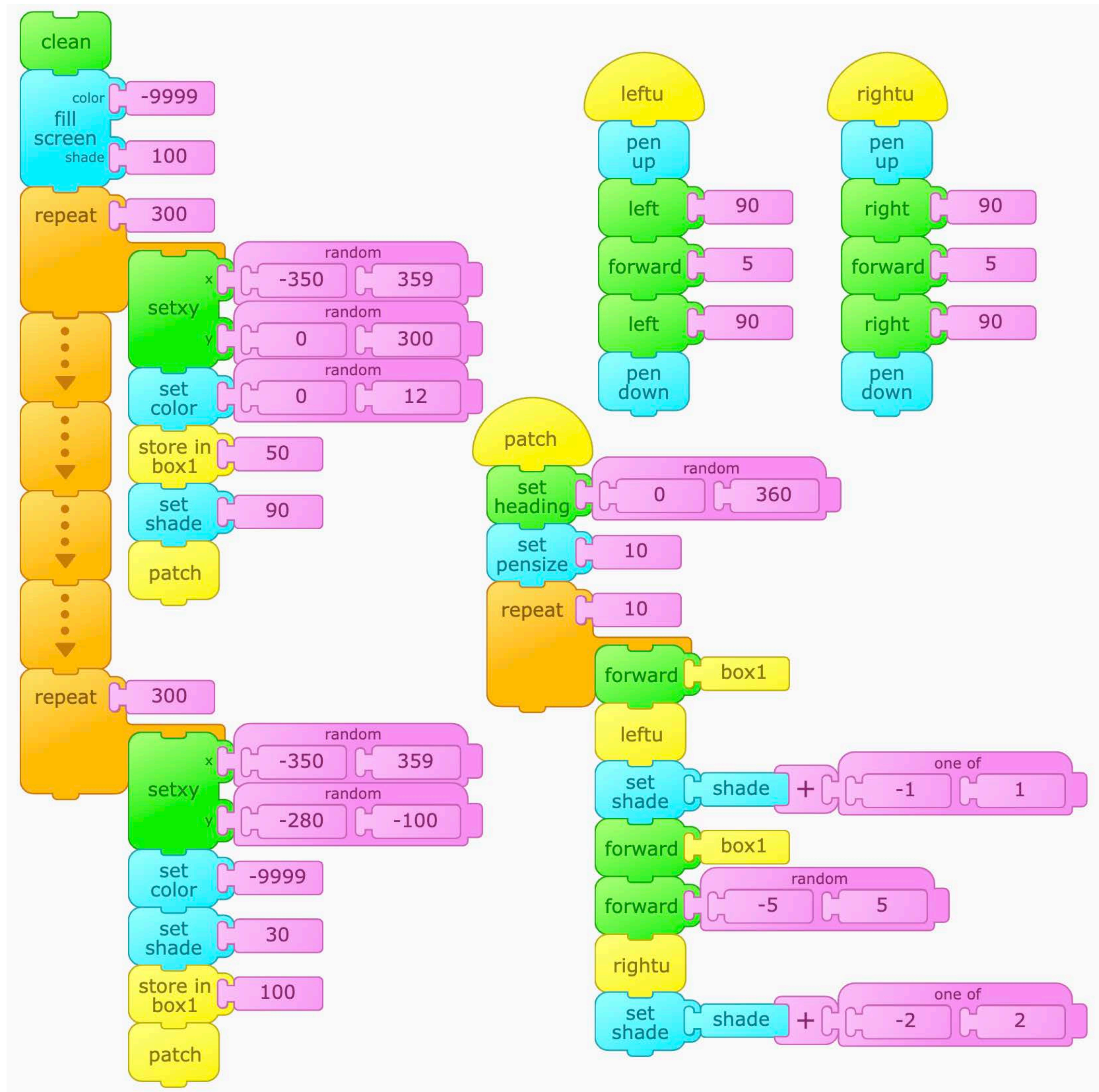
Click the set of blocks with clean on top to start the program.



Ripples

107

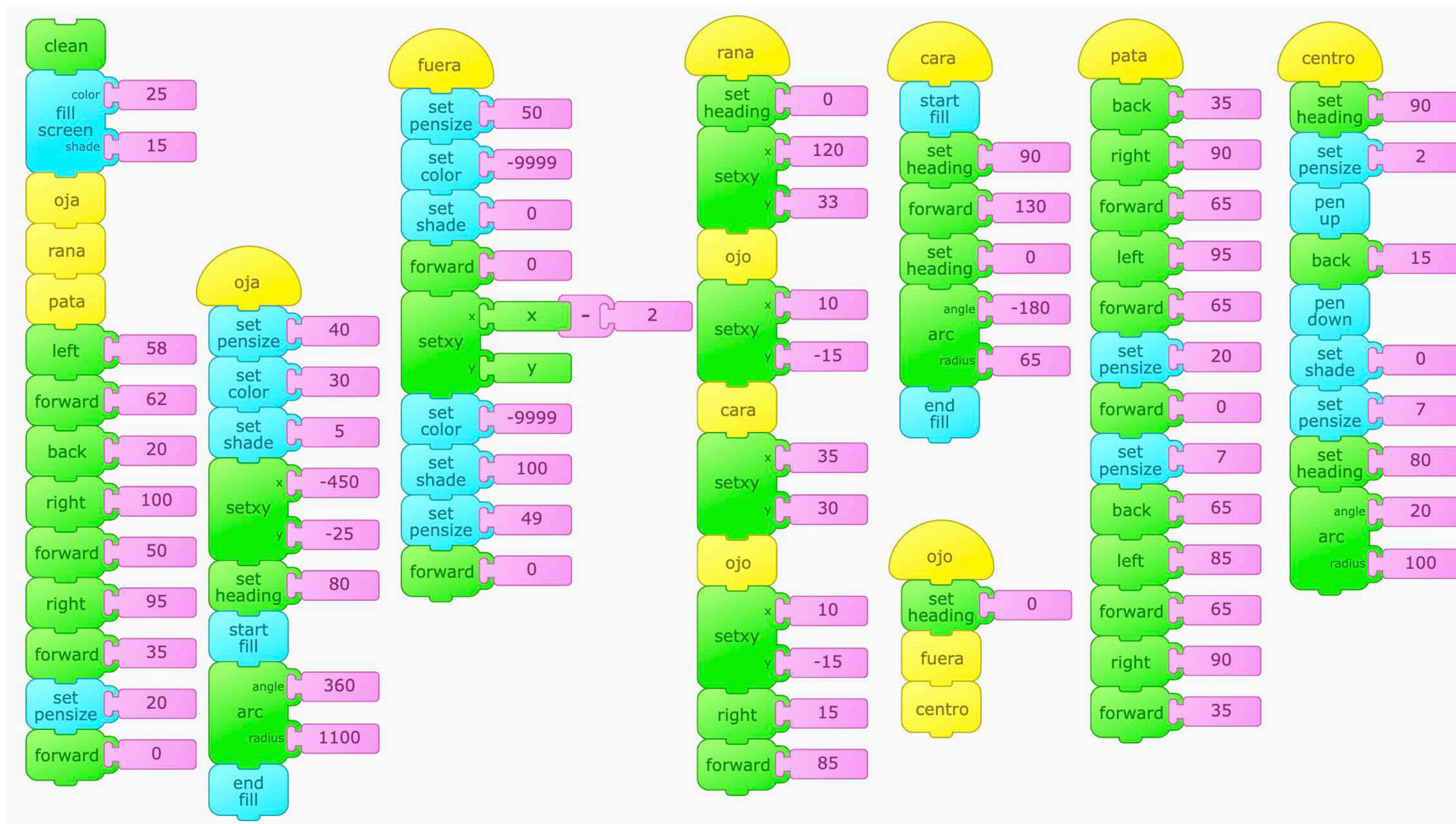
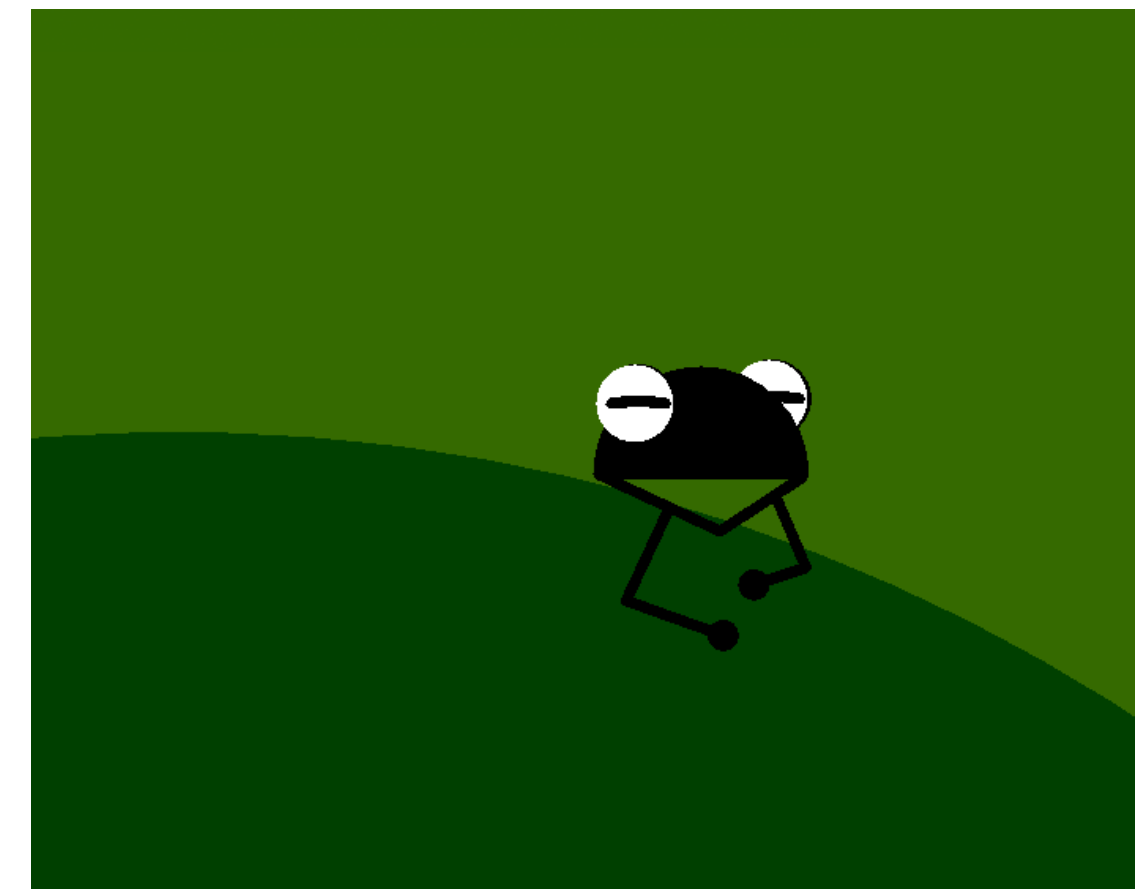
Click the set of blocks with `clean` on top to start the program.



Rocky

108

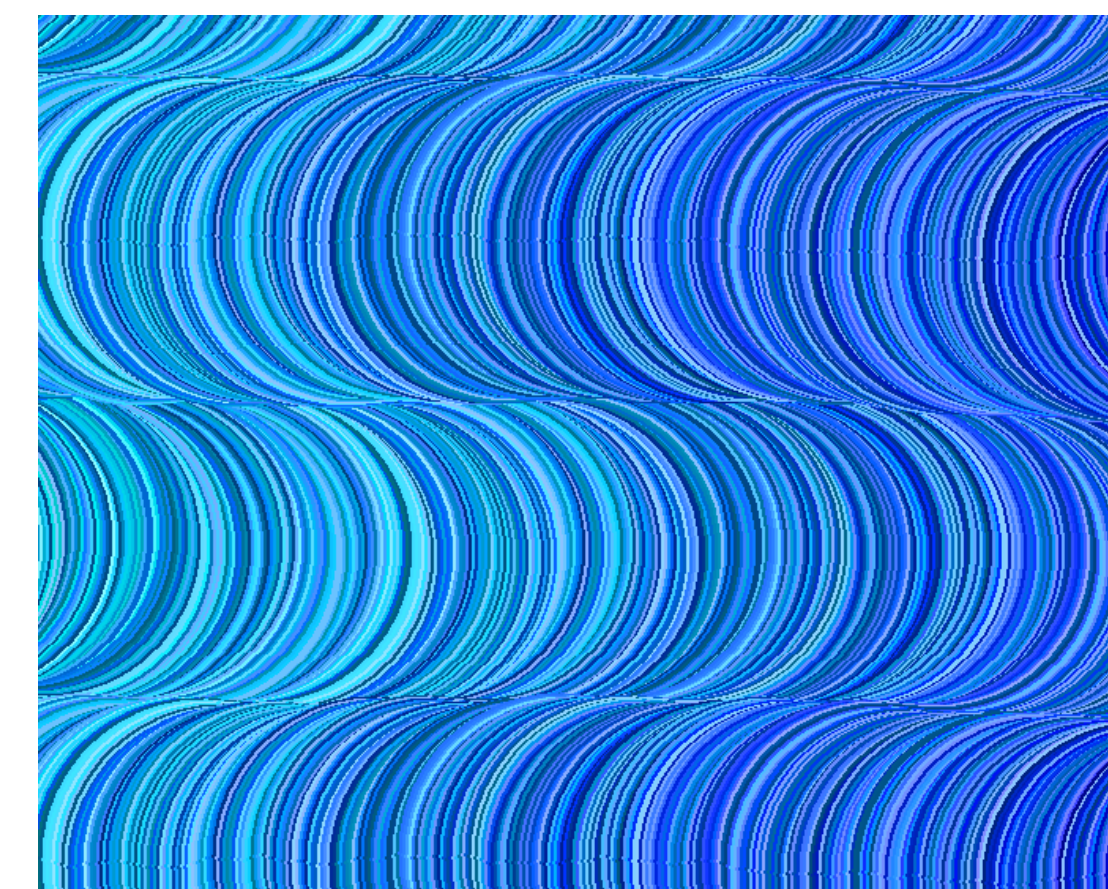
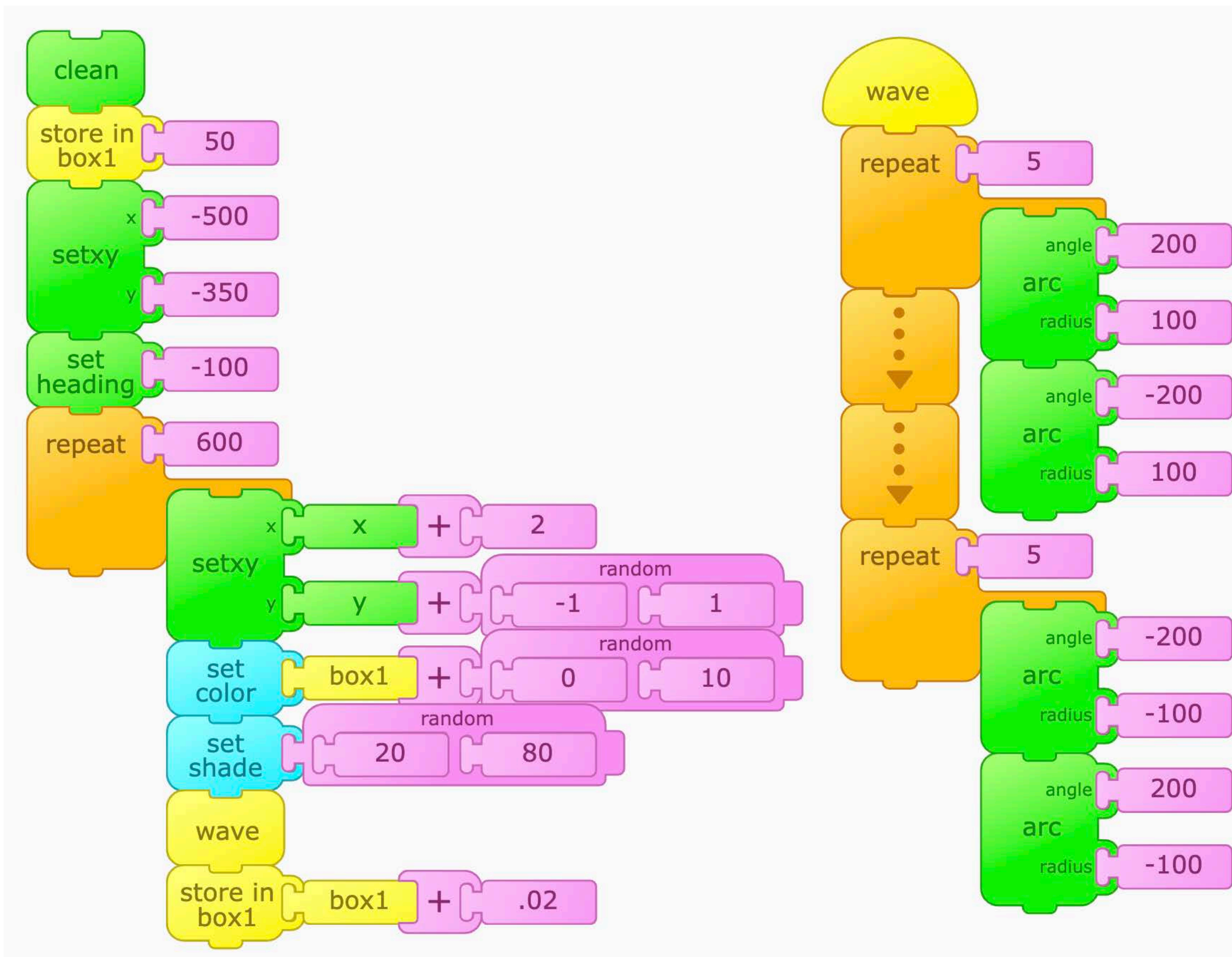
Click the set of blocks with `clean` on top to start the program.



Sairimi

109

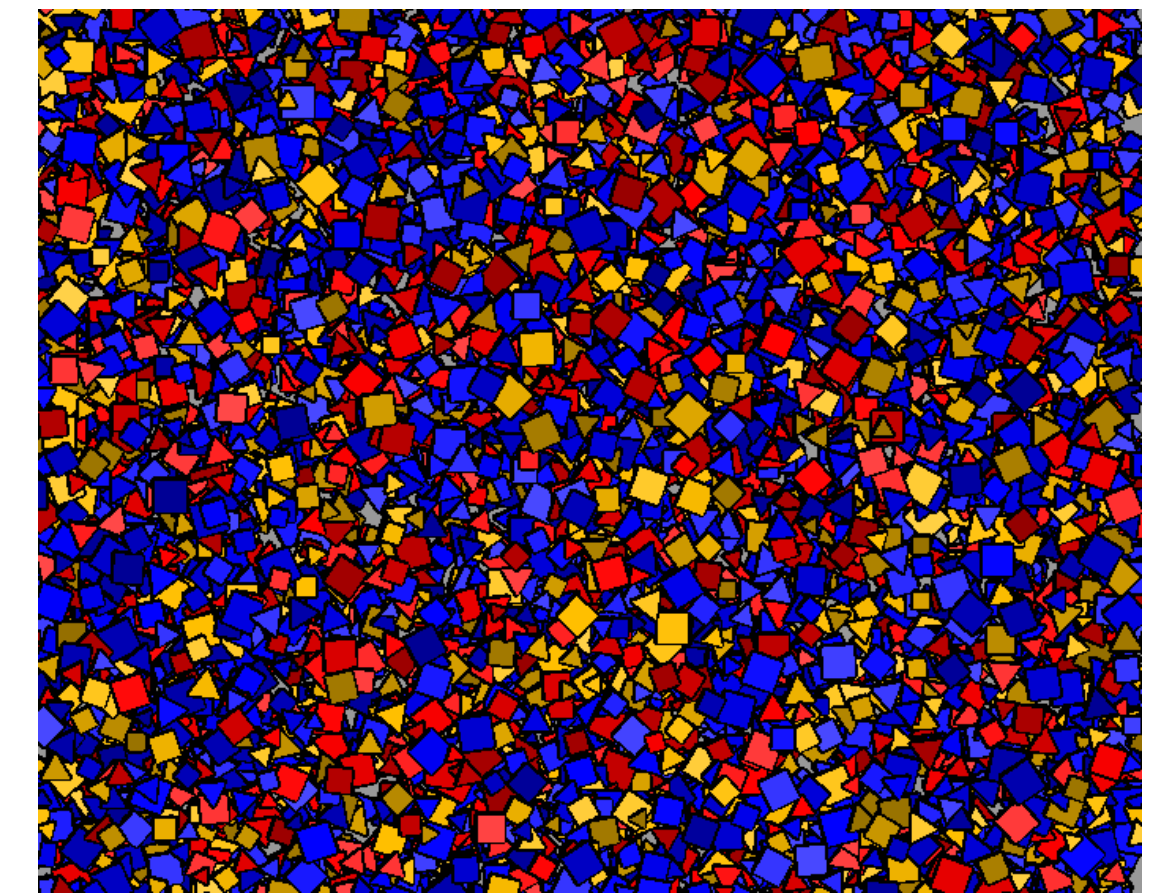
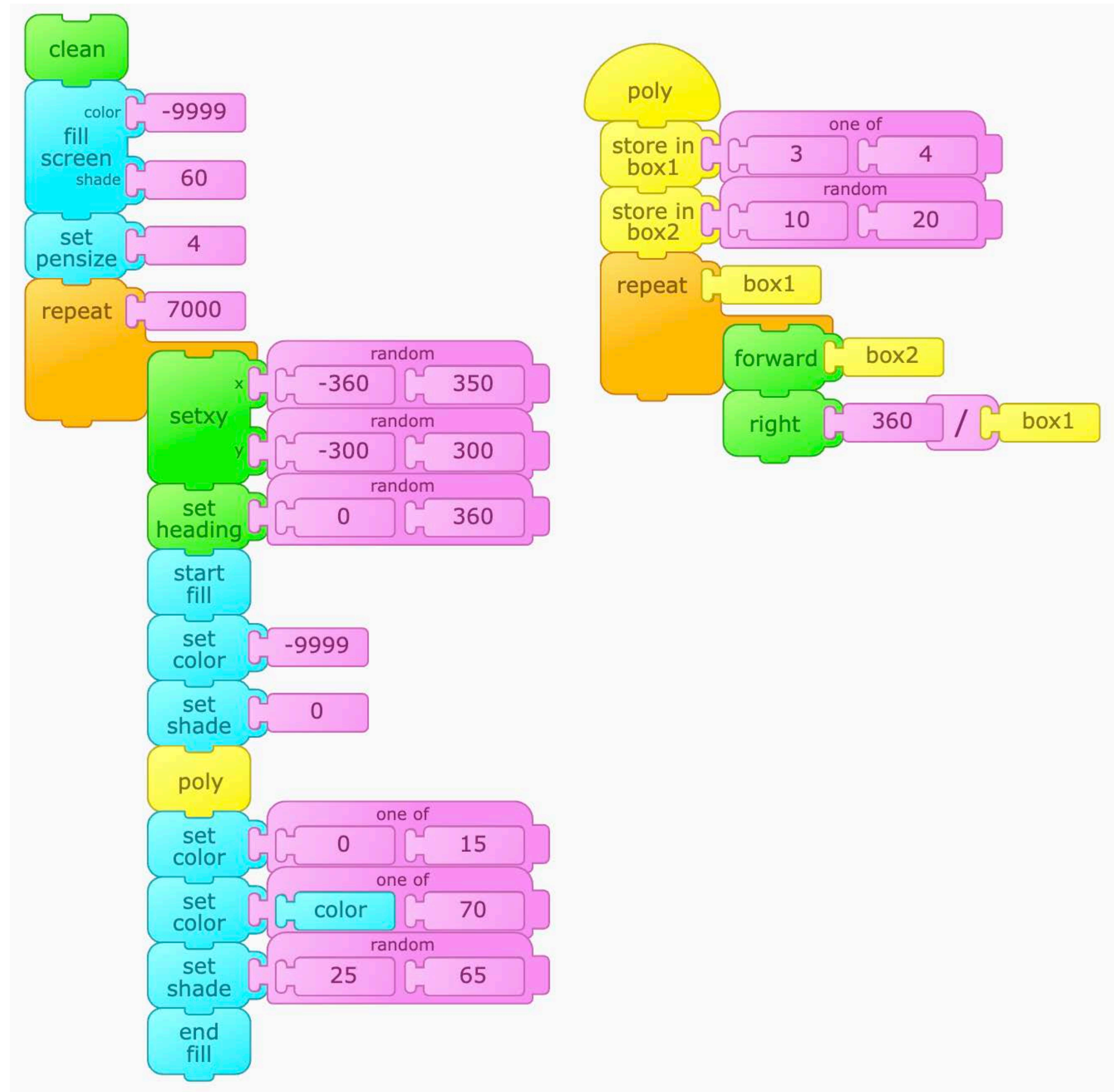
Click the set of blocks with `clean` on top to start the program.



Sand Worms

110

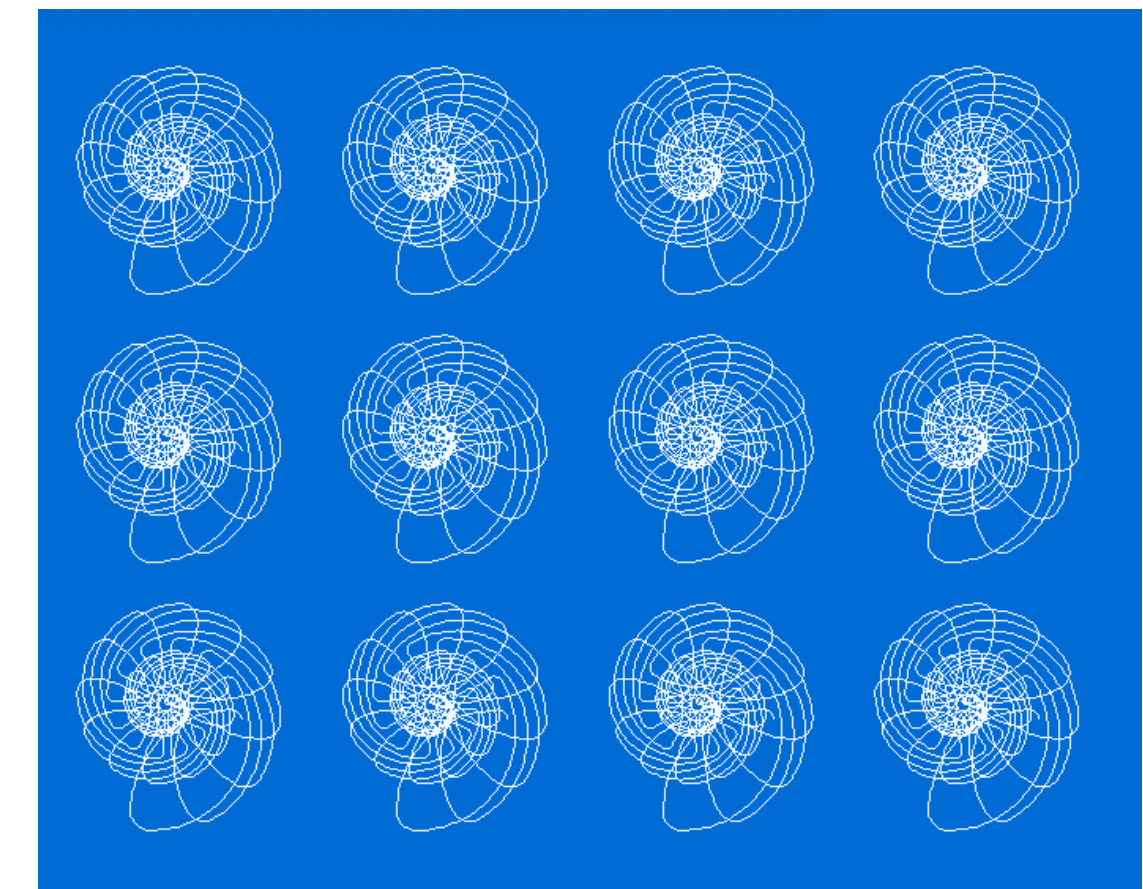
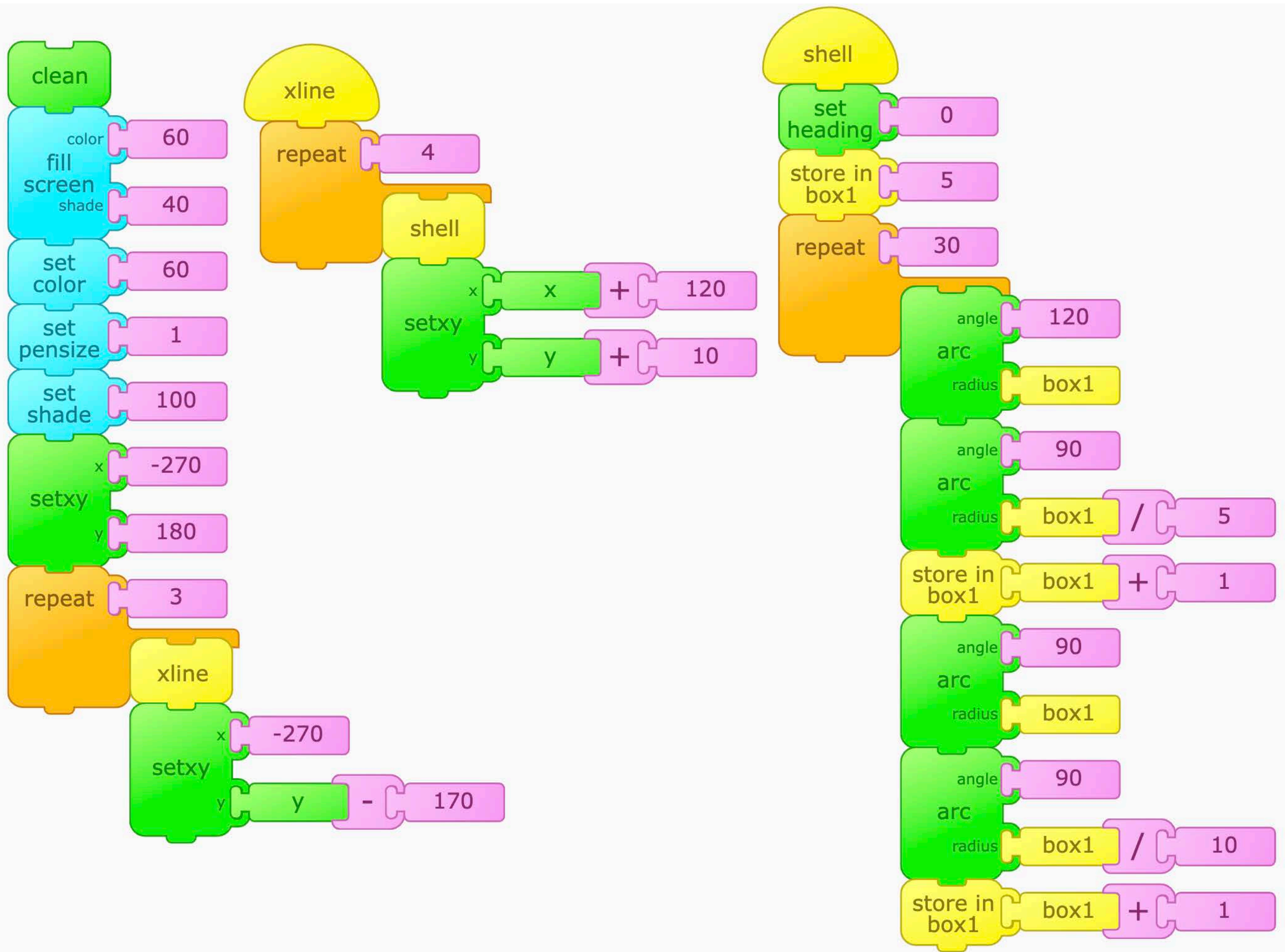
Click the set of blocks with clean on top to start the program.



Shards

111

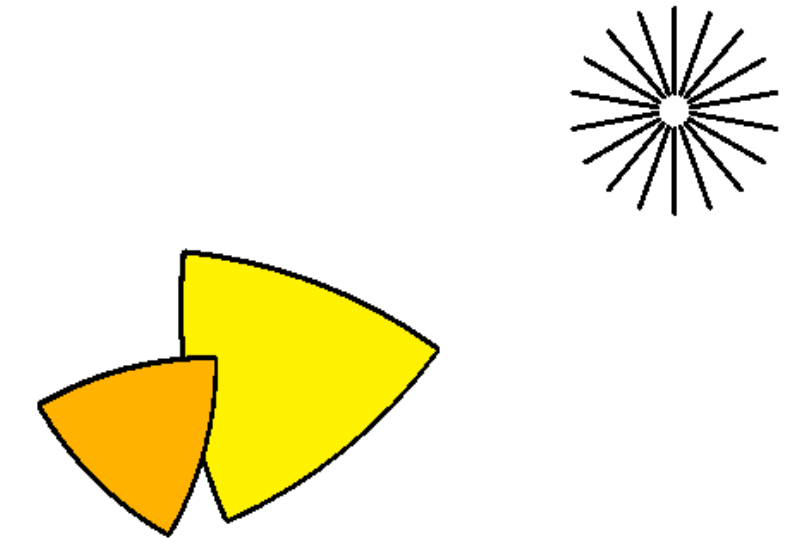
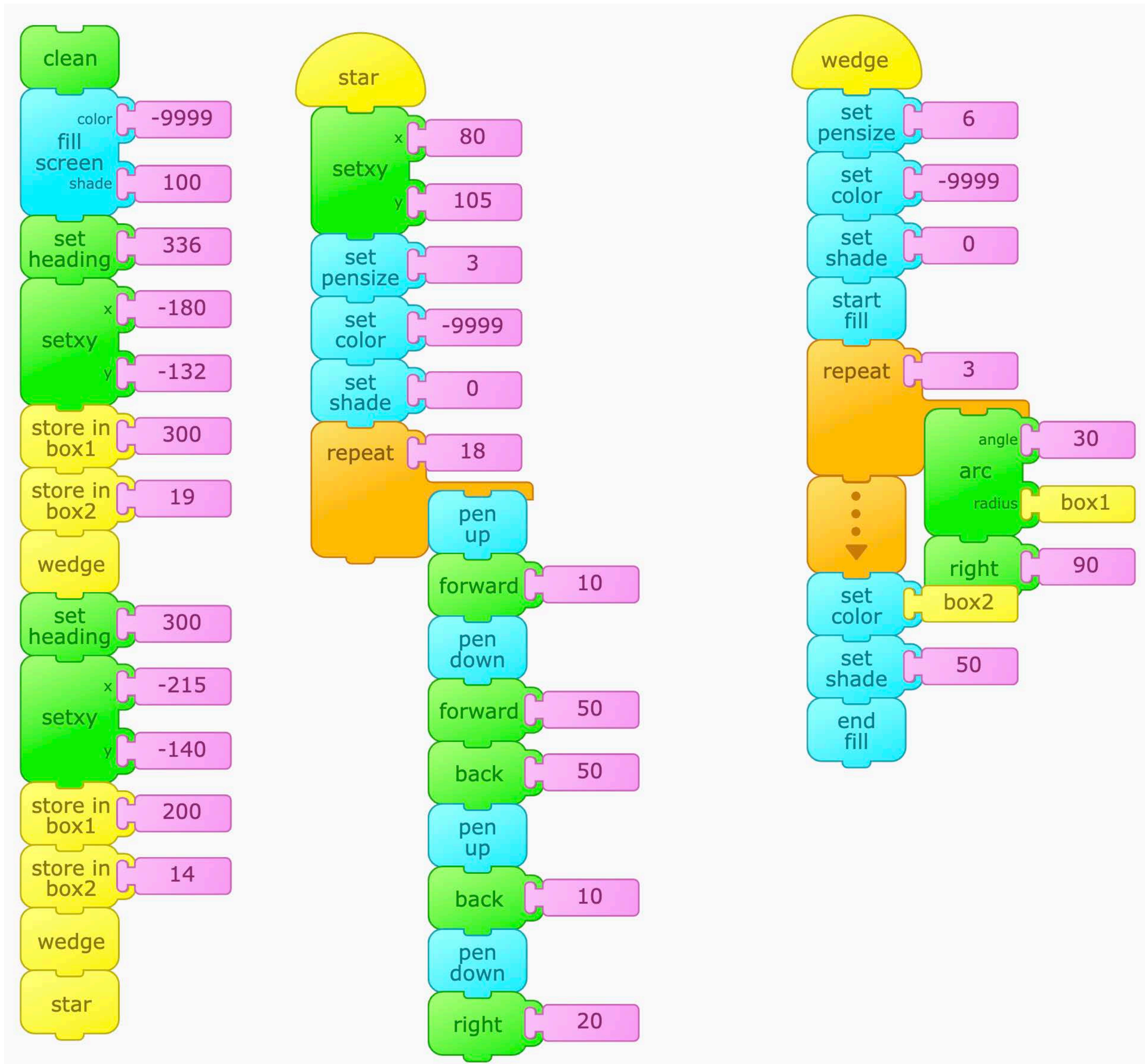
Click the set of blocks with clean on top to start the program.



Shells

112

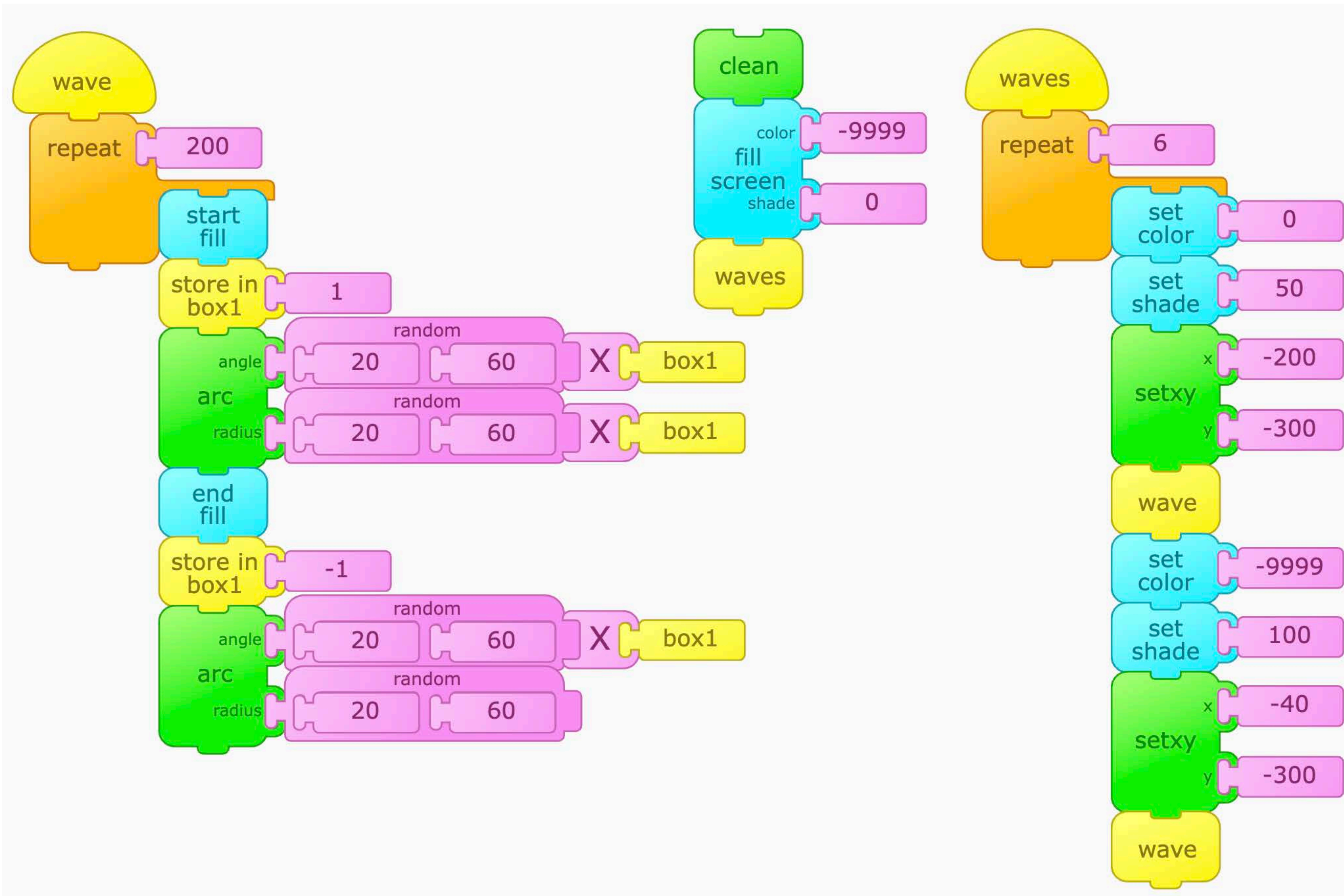
Click the set of blocks with `clean` on top to start the program.



Simple

113

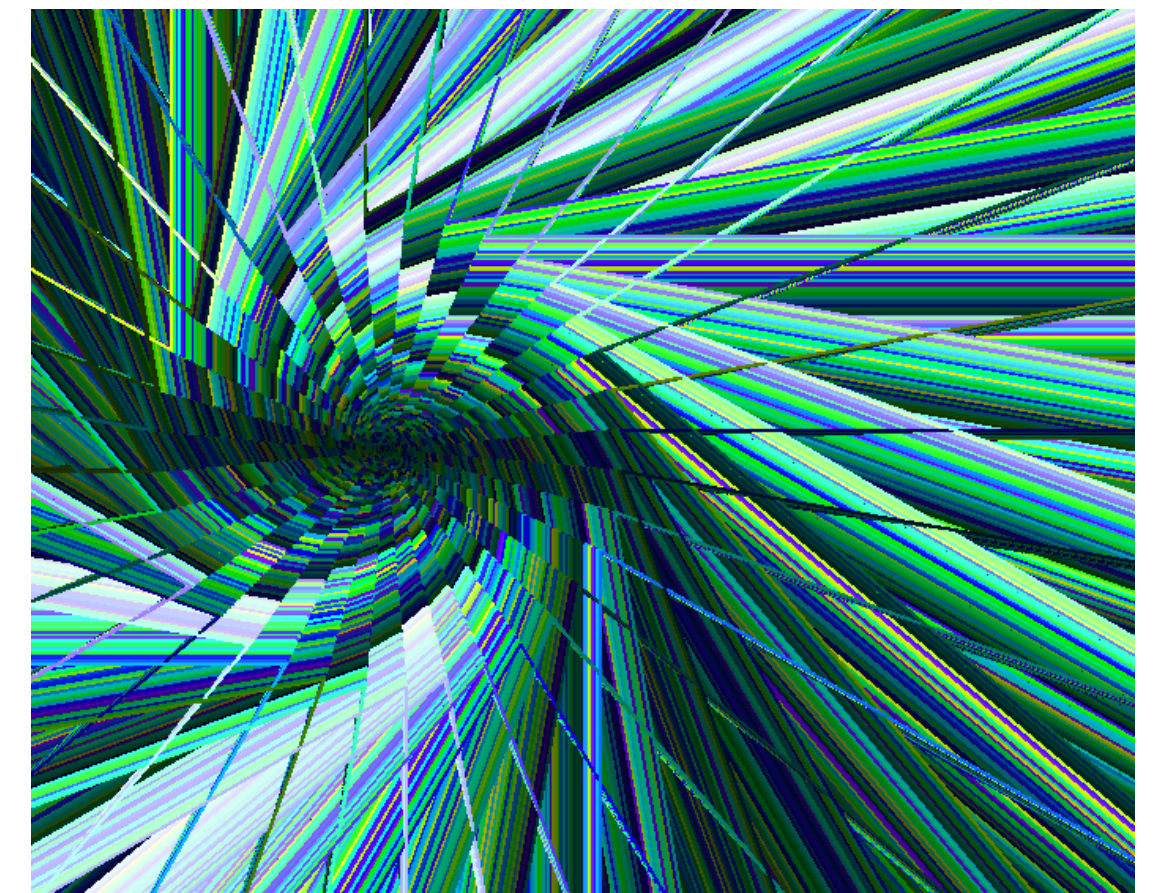
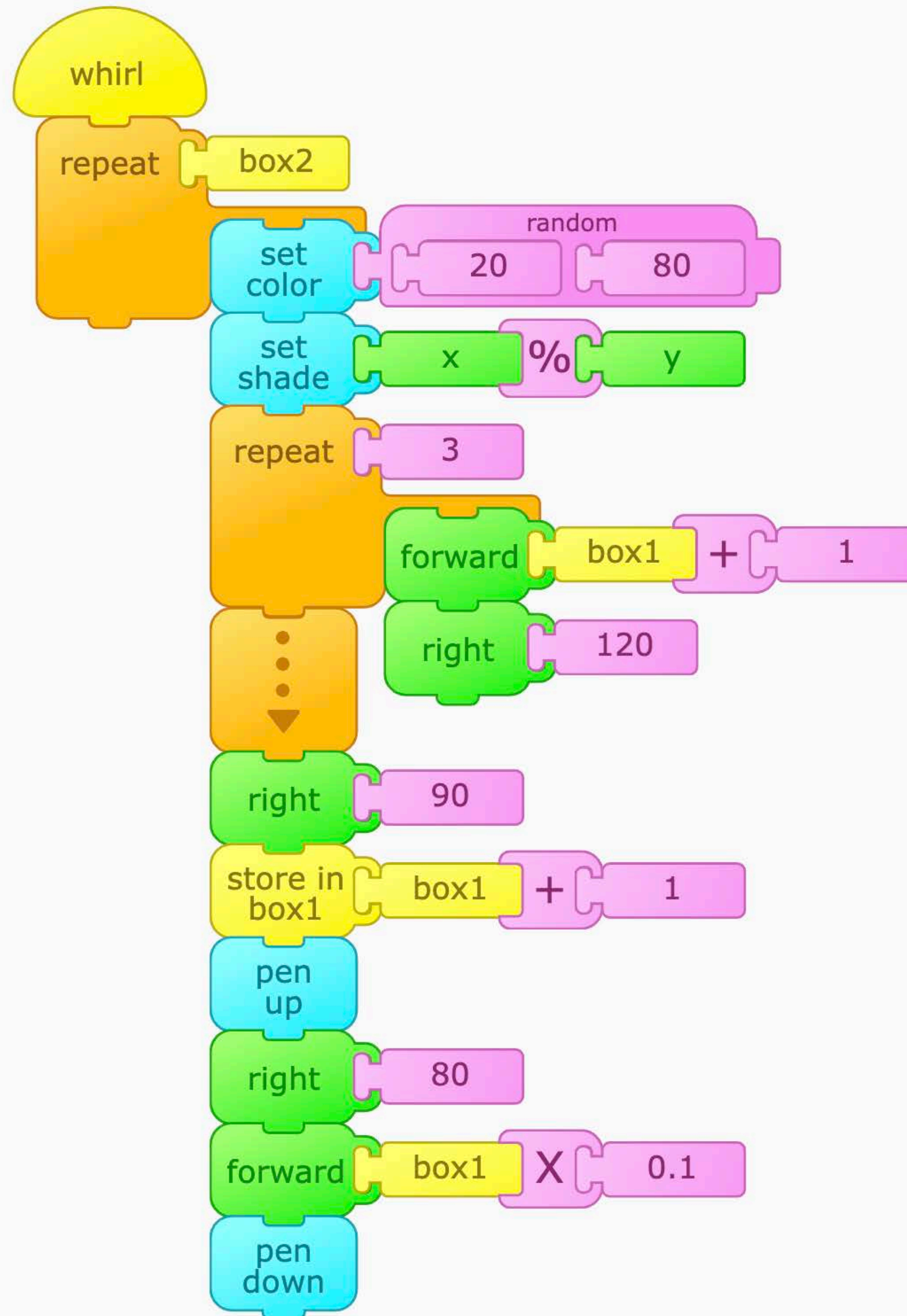
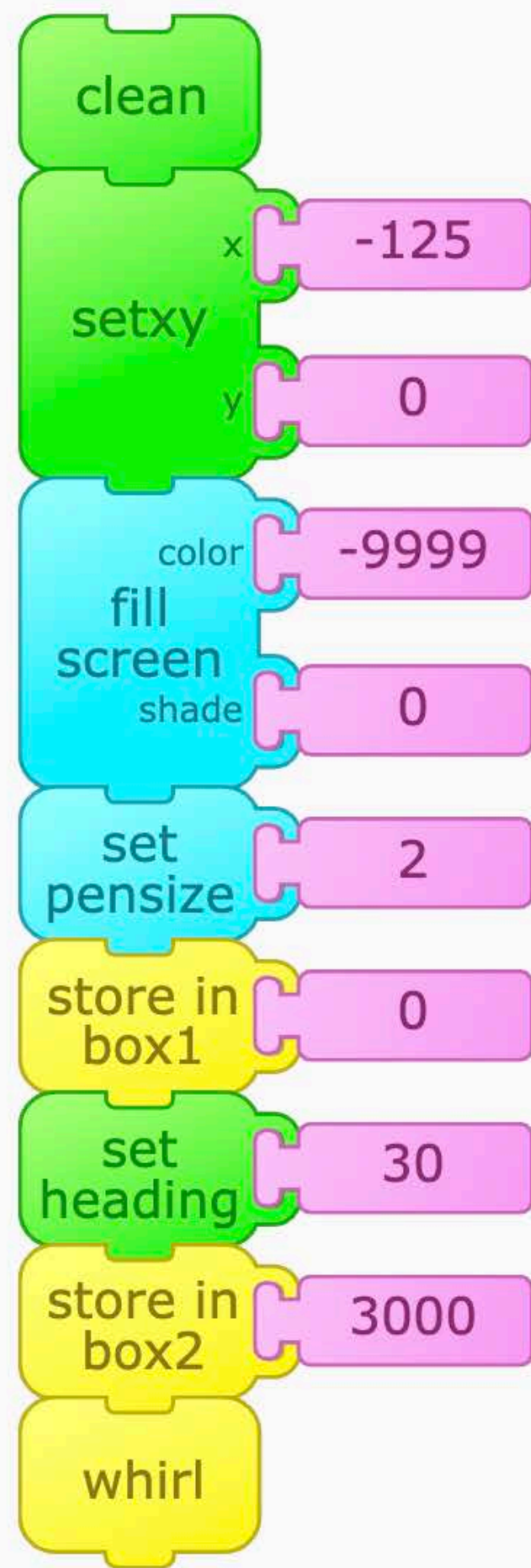
Click the set of blocks with clean on top to start the program.



Seismic

114

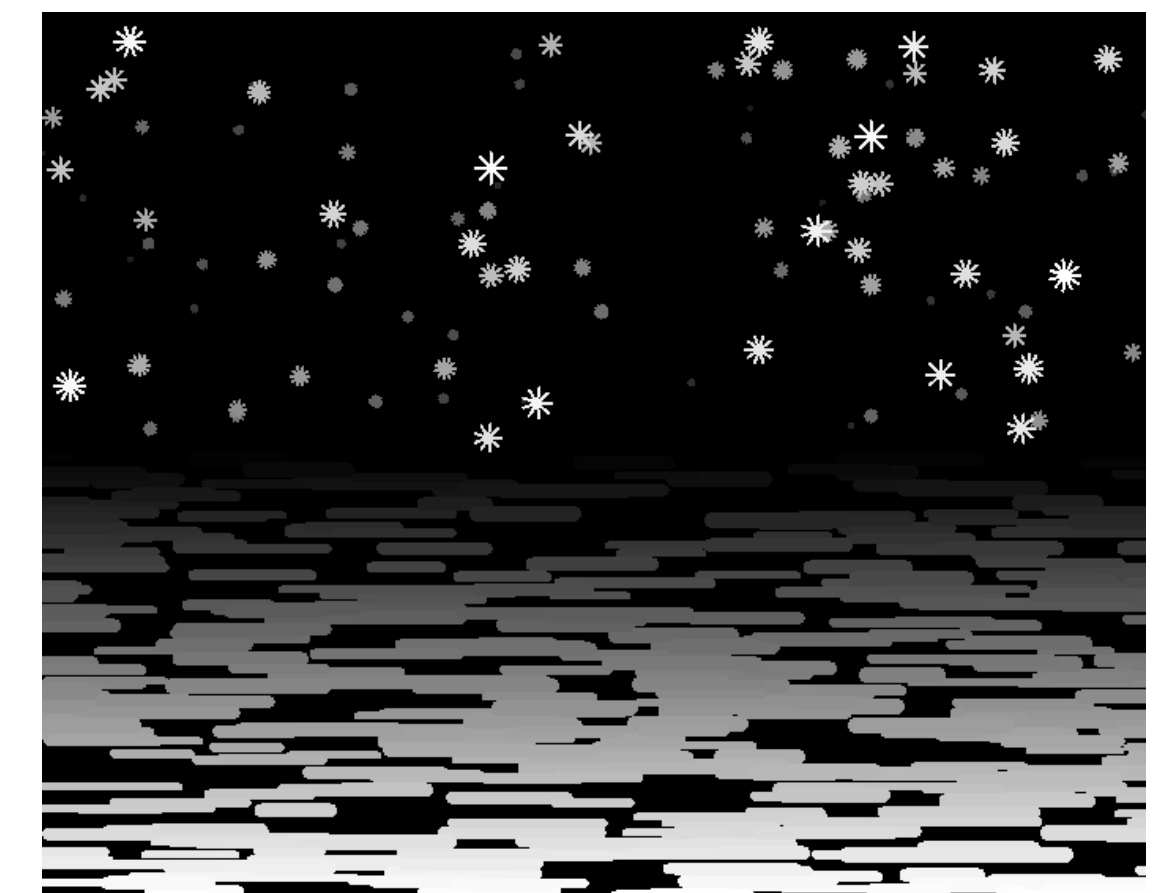
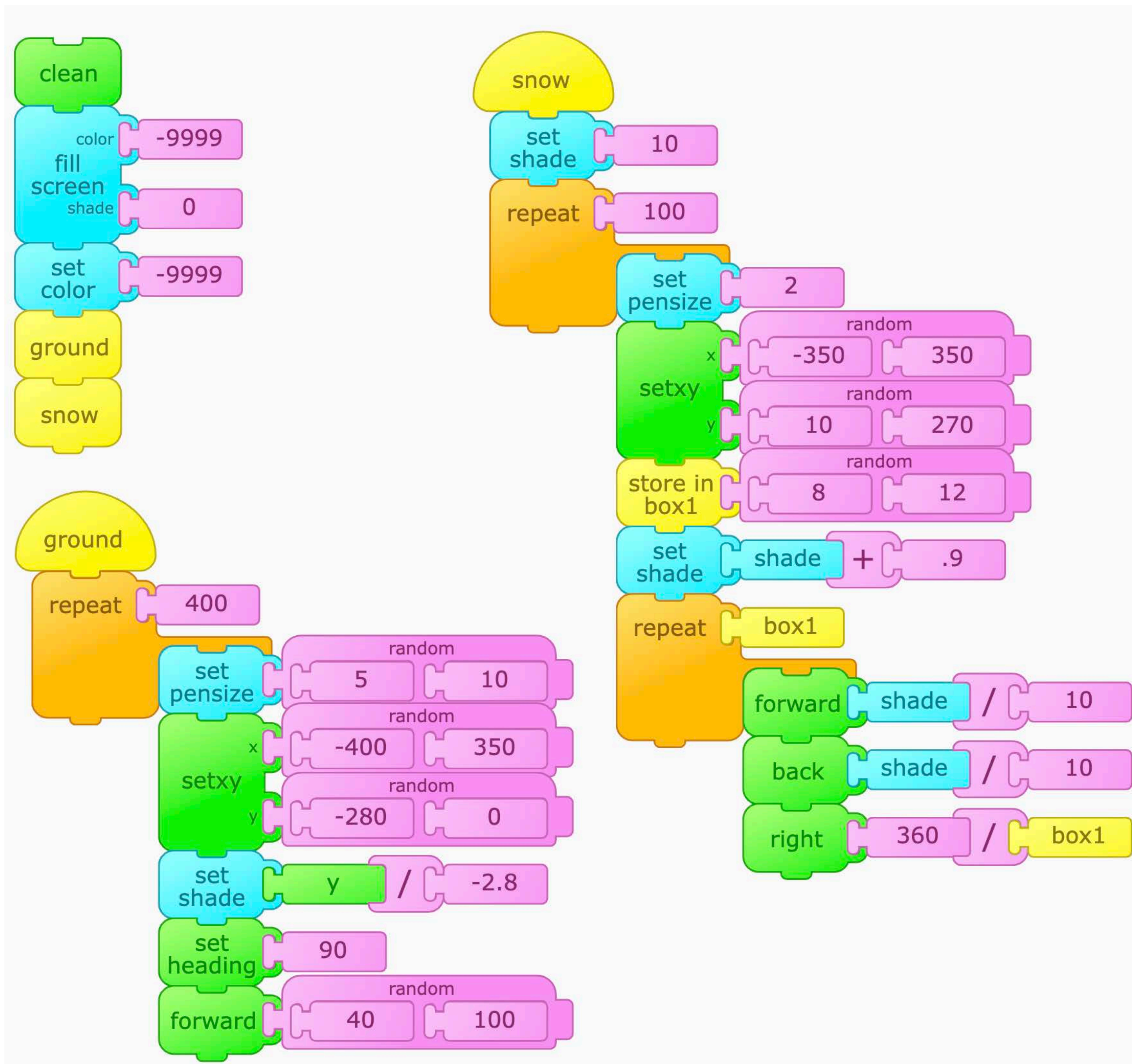
Click the set of blocks with `clean` on top to start the program.



Slide Worm

115

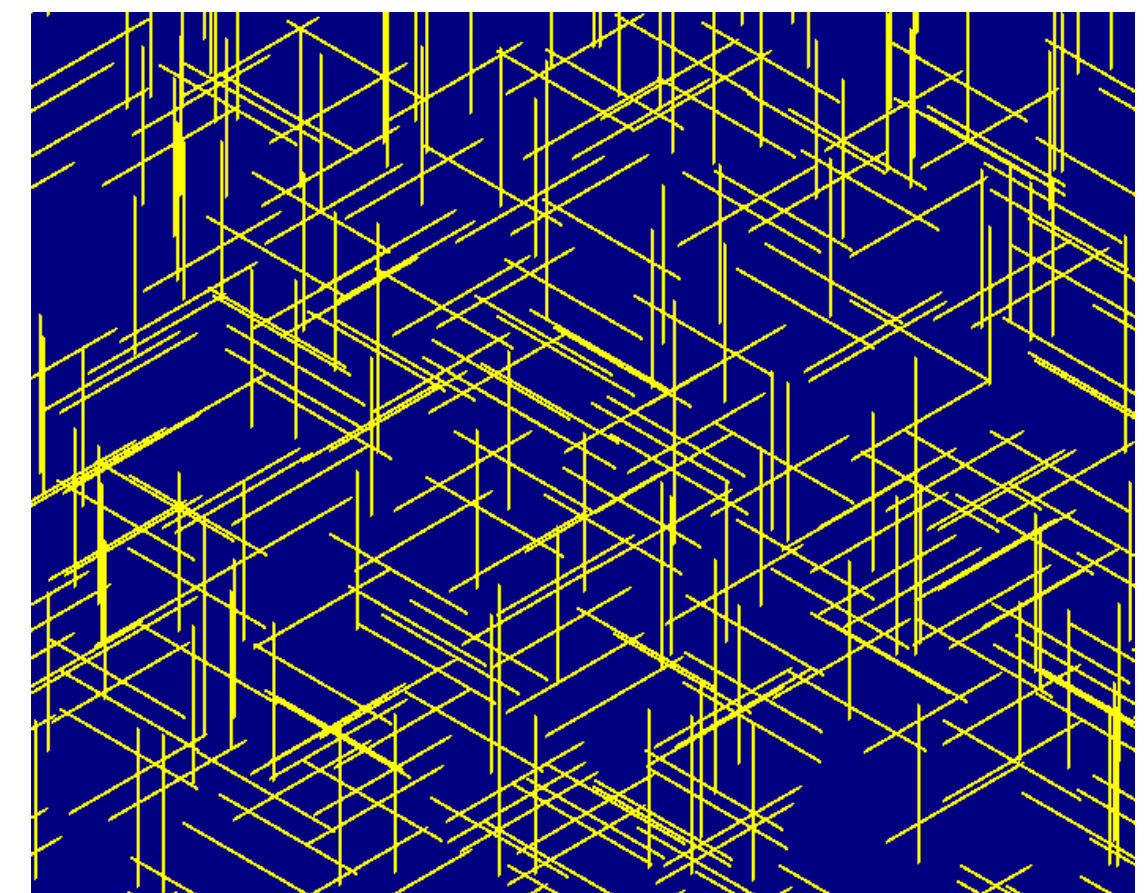
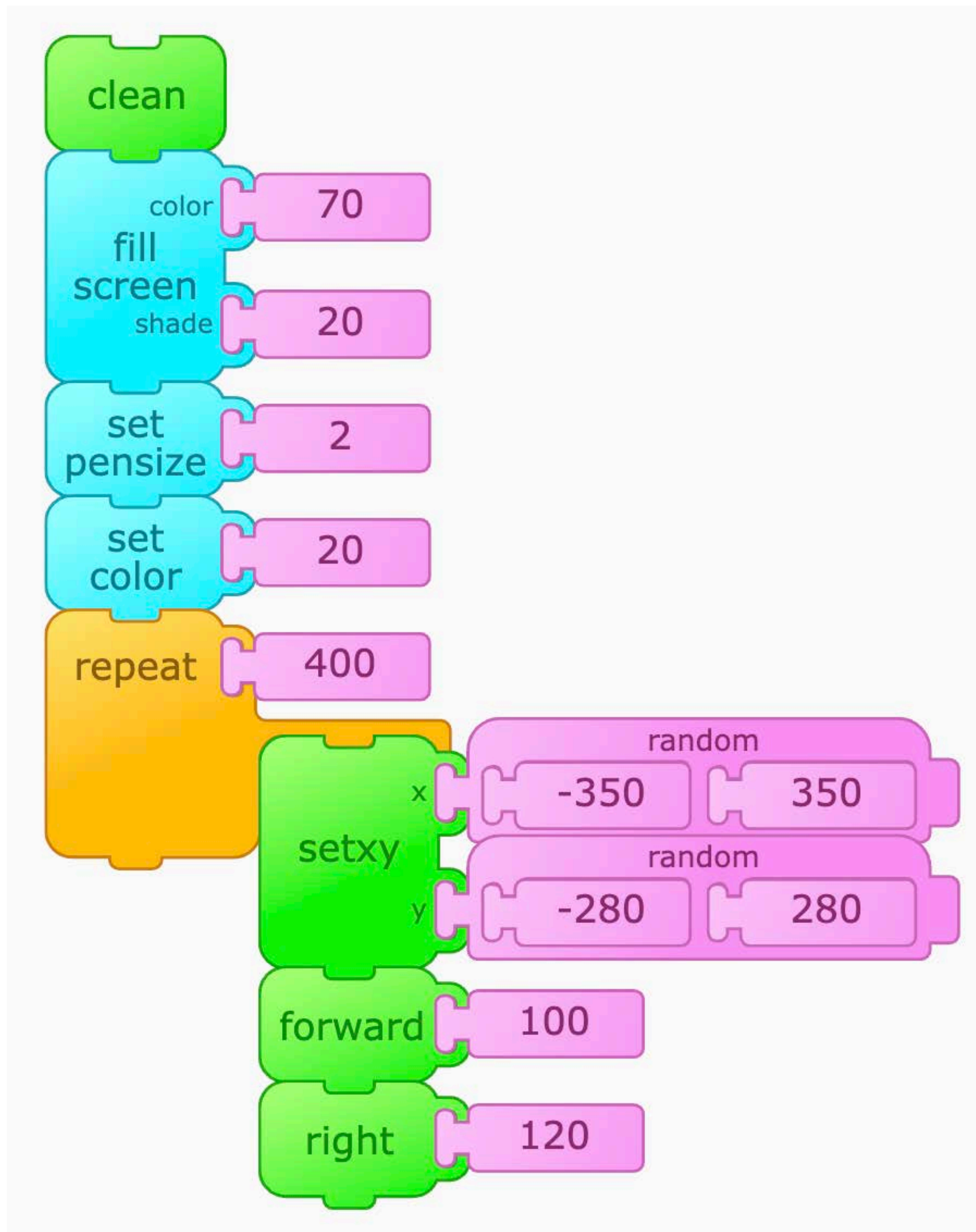
Click the set of blocks with clean on top to start the program.



Snowfall

116

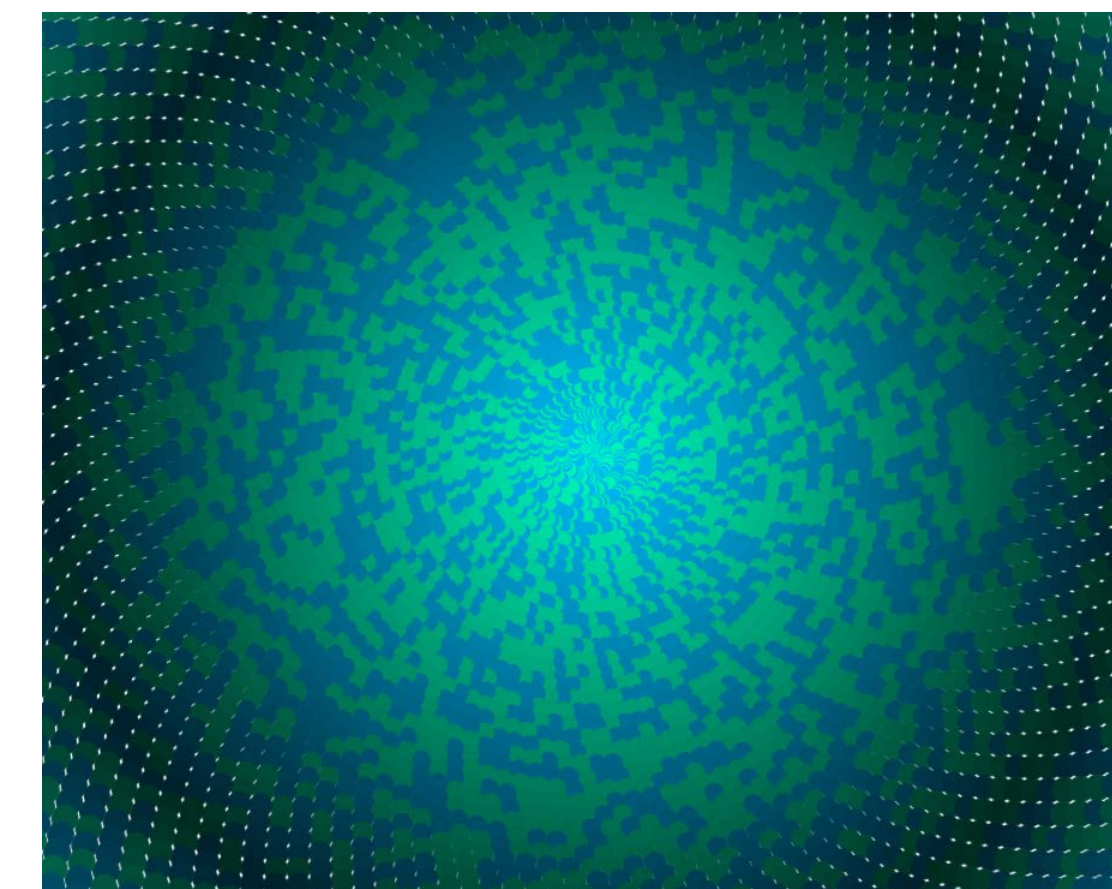
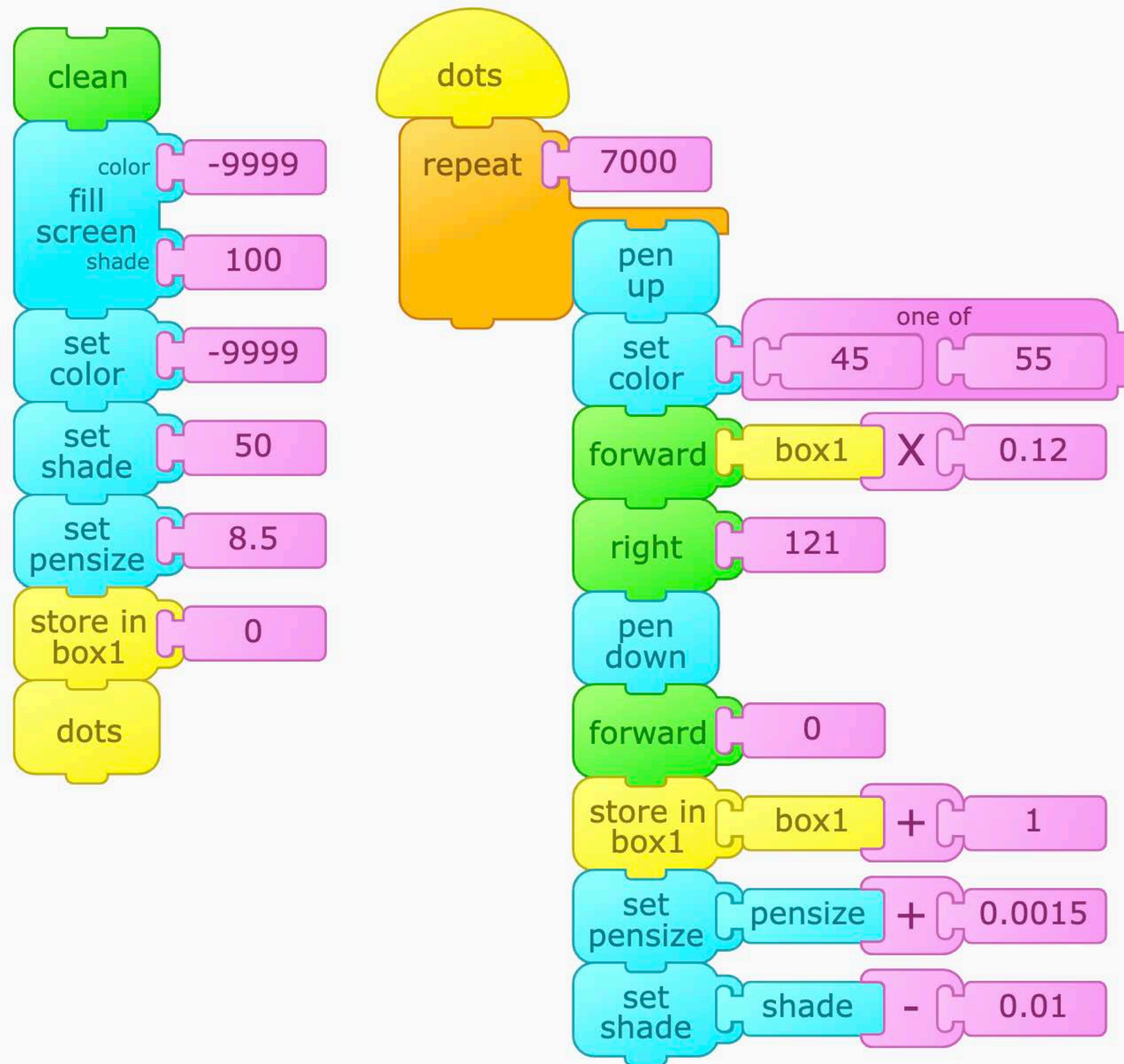
Click the set of blocks with `clean` on top to start the program.



Space Frame

117

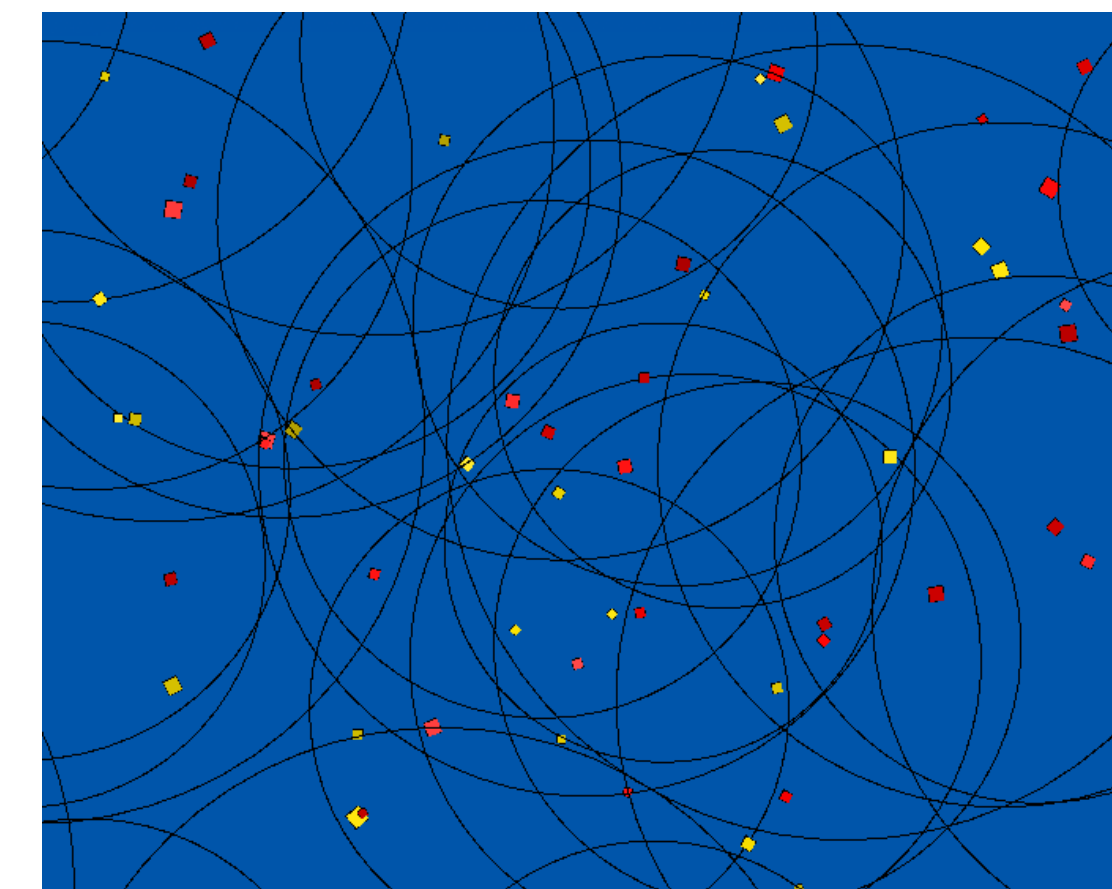
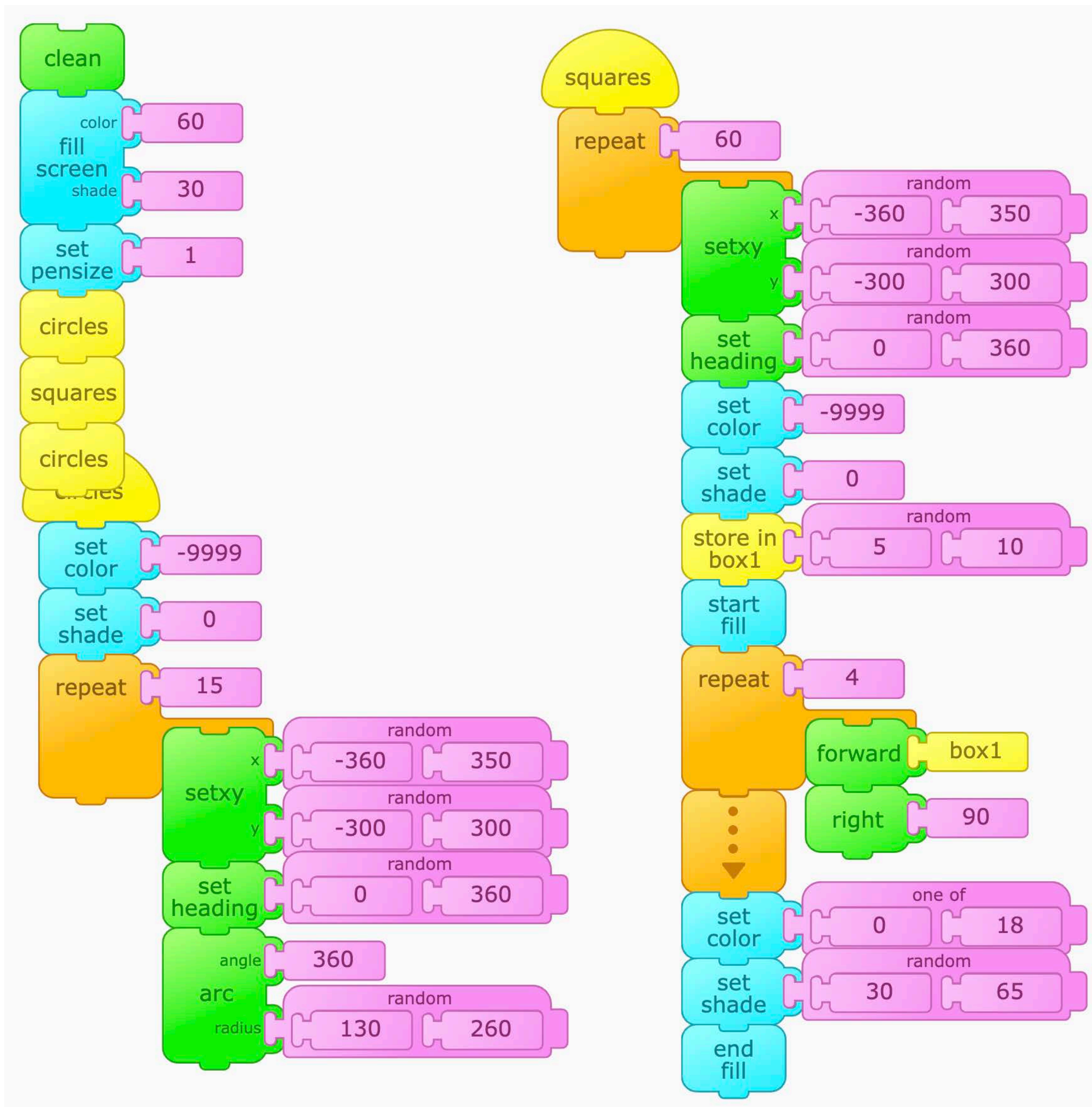
Click the set of blocks with `clean` on top to start the program.



Sphere

118

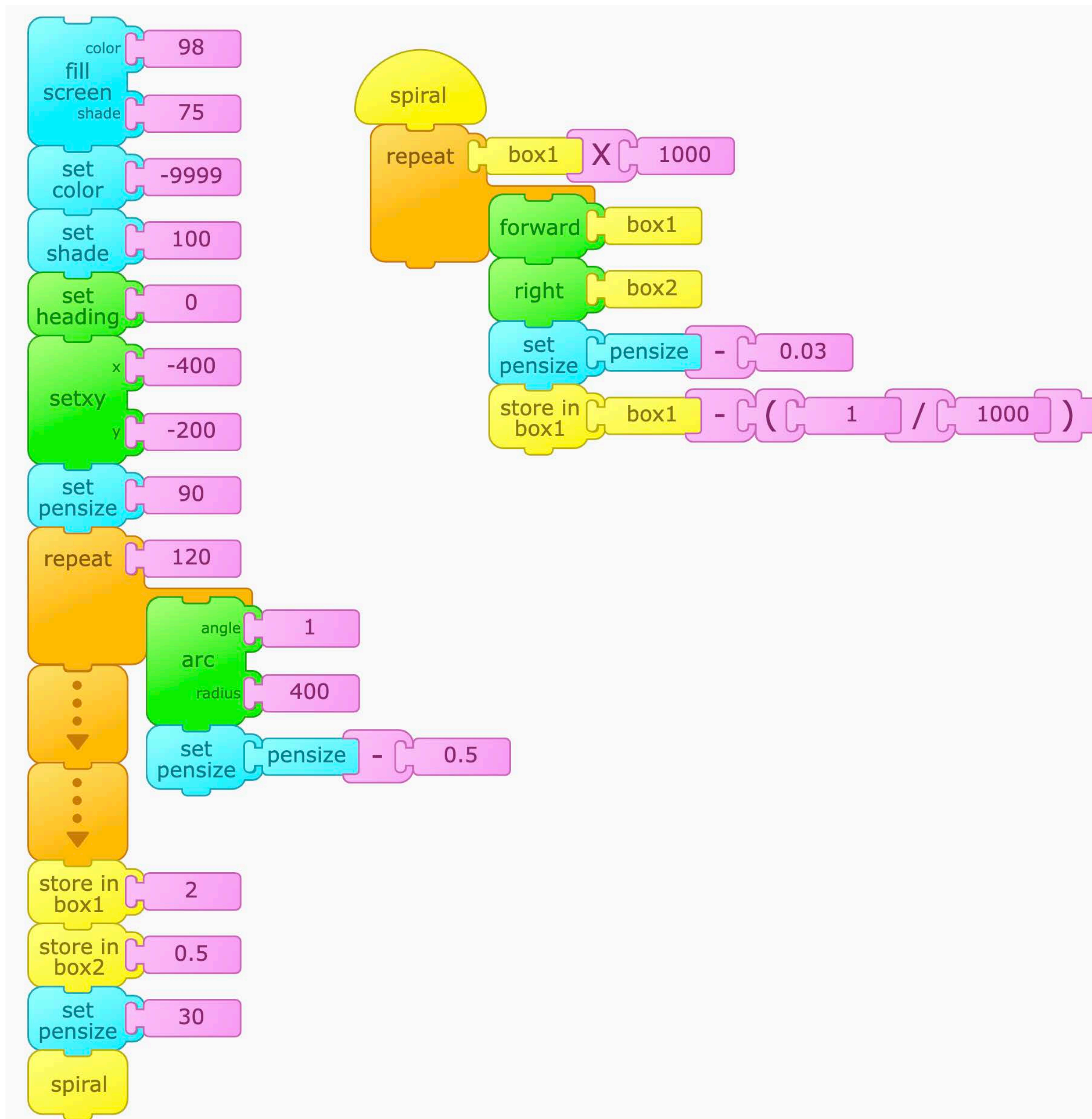
Click the set of blocks with `clean` on top to start the program.



Spheres

119

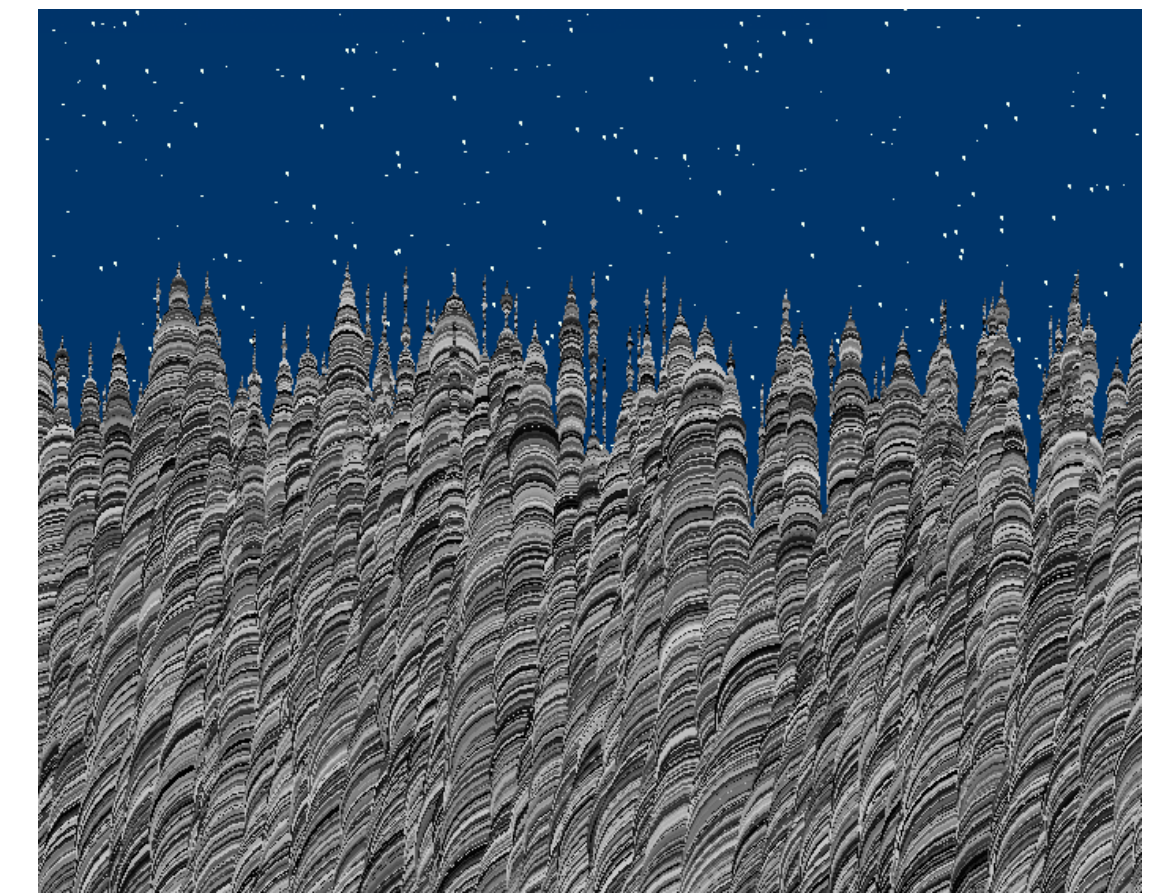
Click the set of blocks with `clean` on top to start the program.



Spiral

120

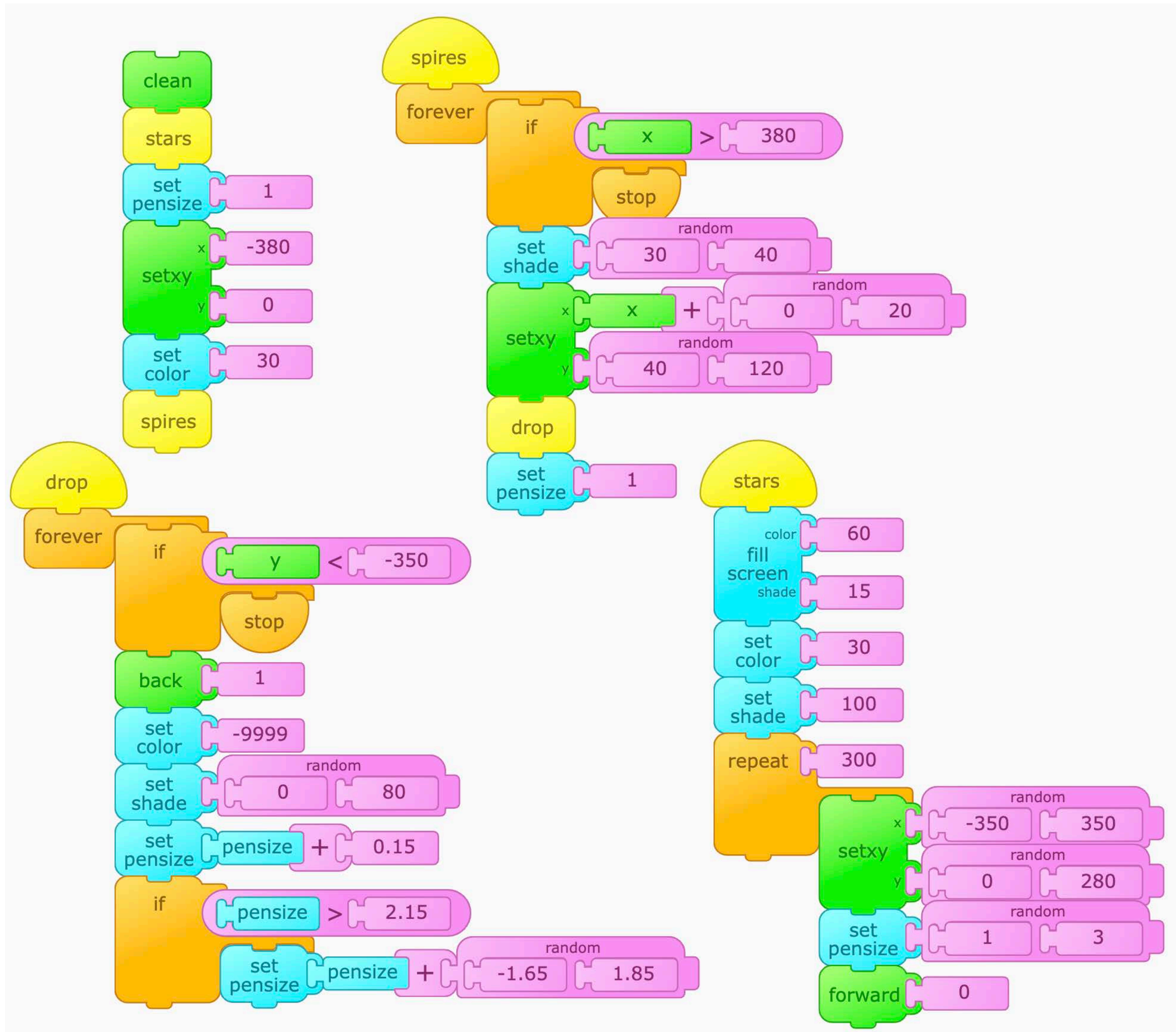
Click the set of blocks with clean on top to start the program.

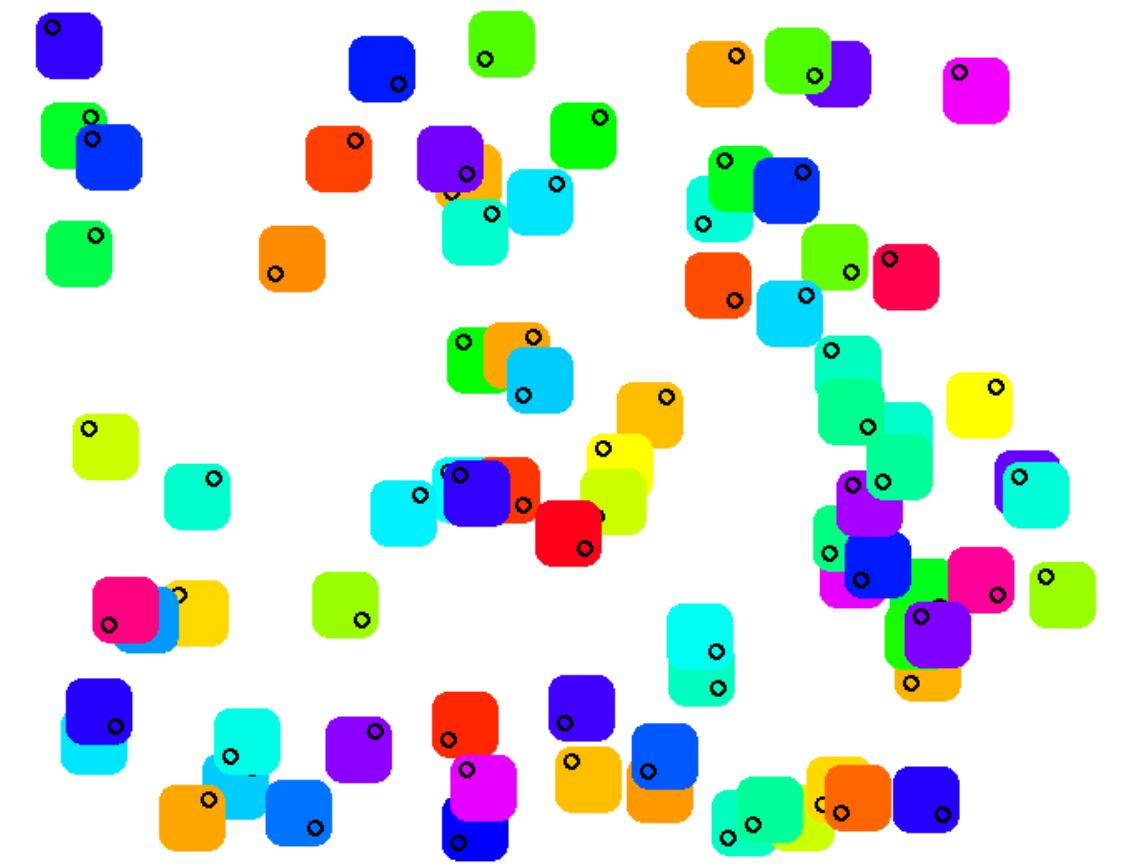
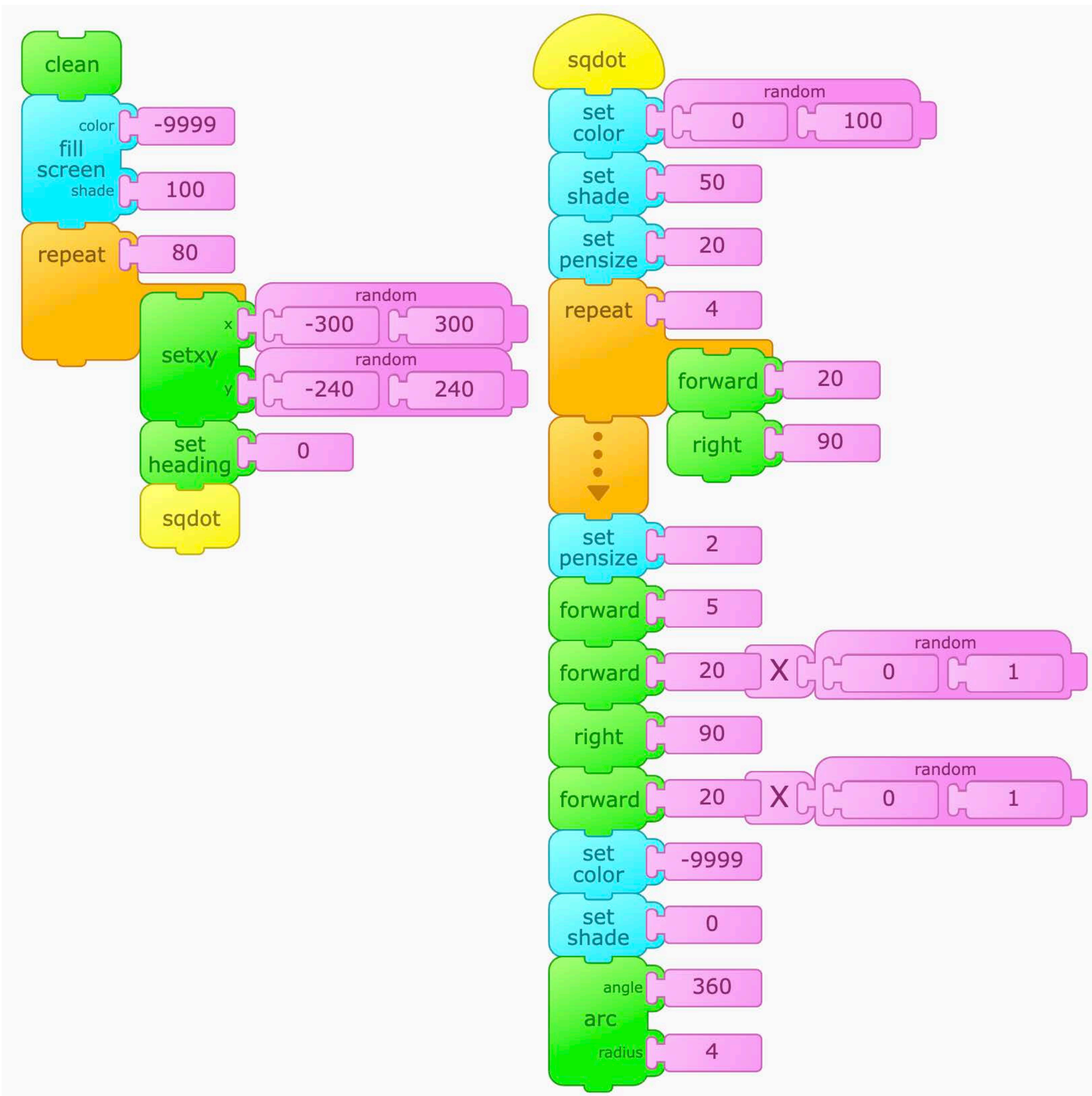


Spires

121

Click the set of blocks with clean on top to start the program.

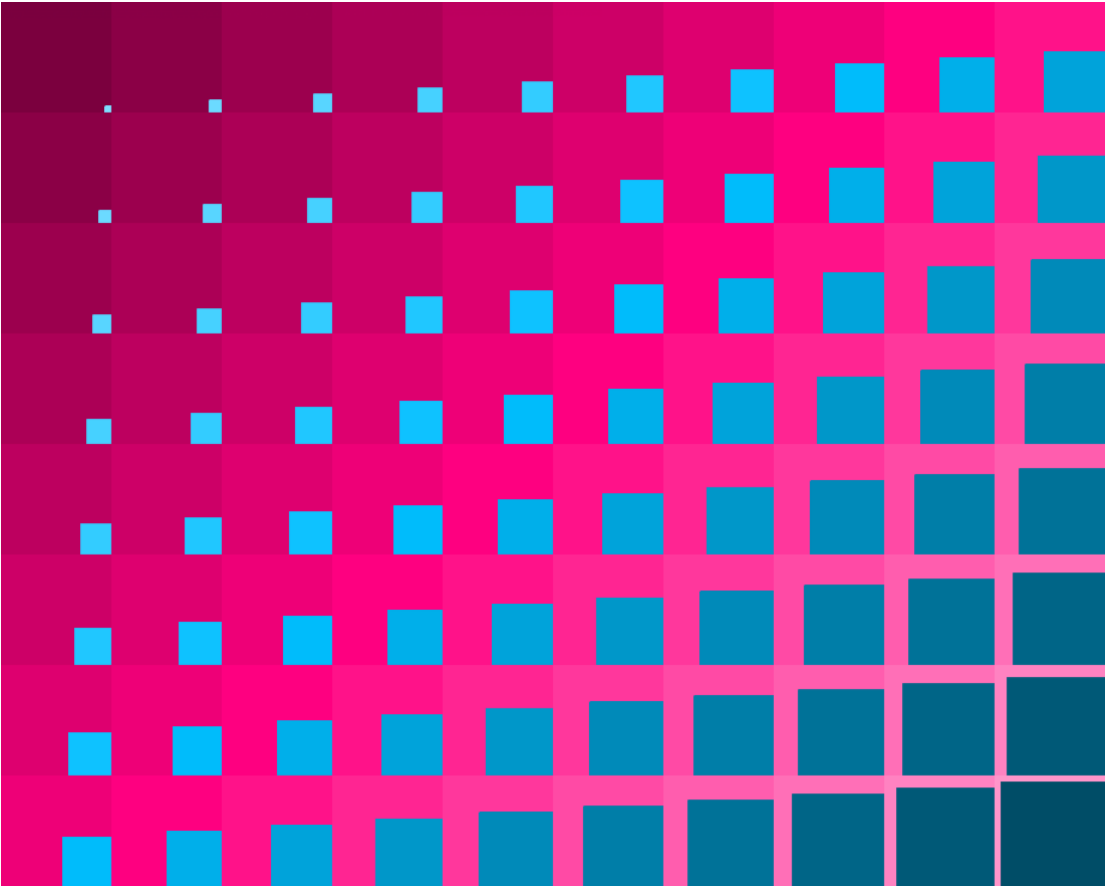
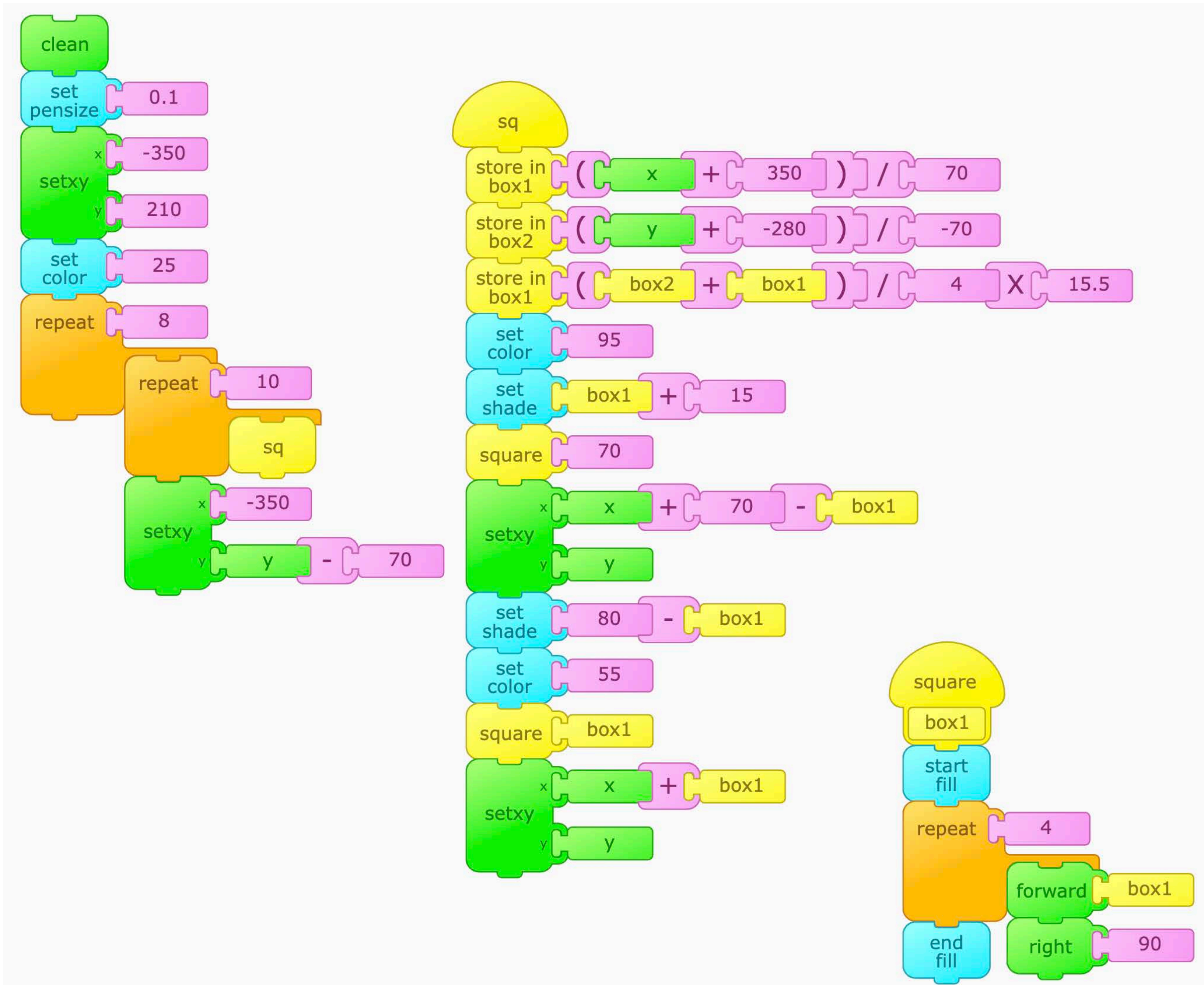




Square Dots

122

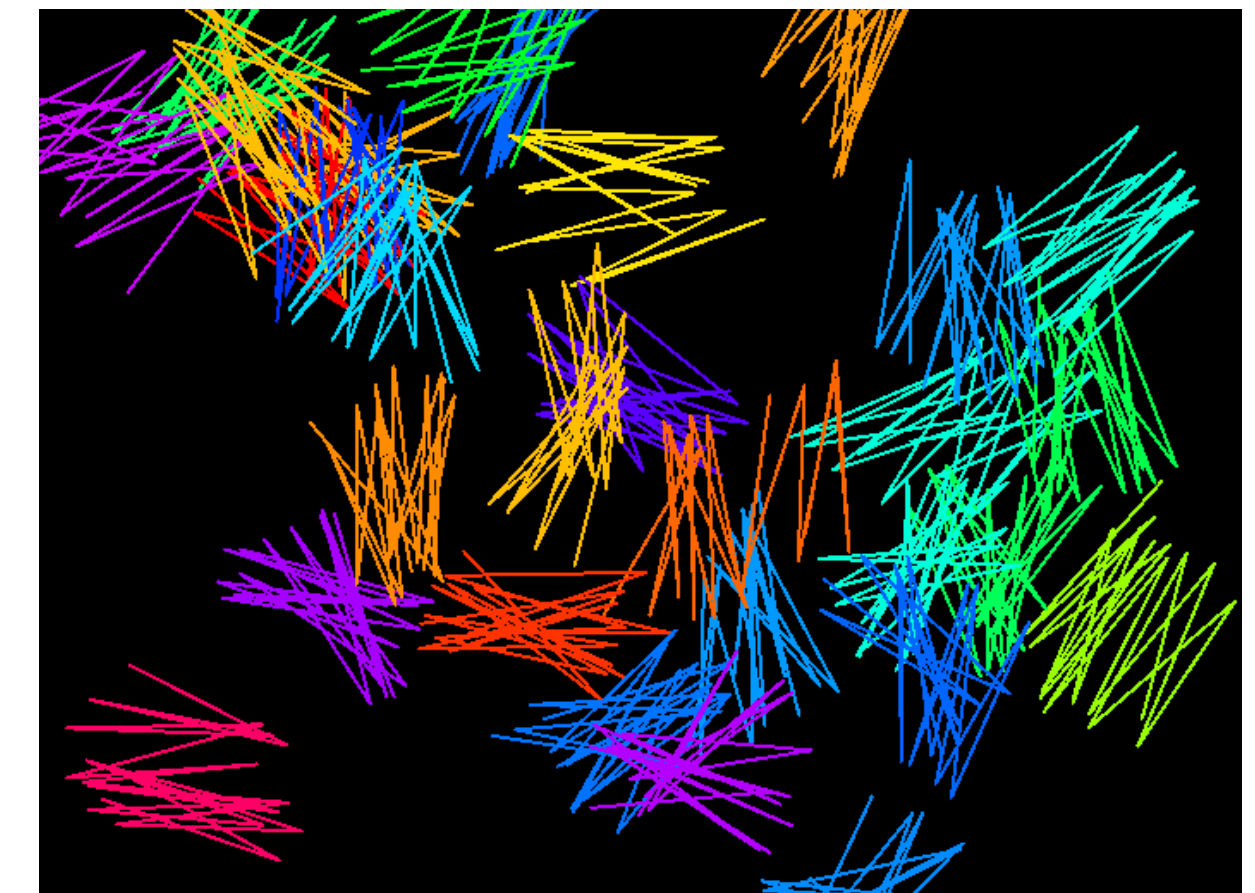
Click the set of blocks with `clean` on top to start the program.



Squares

123

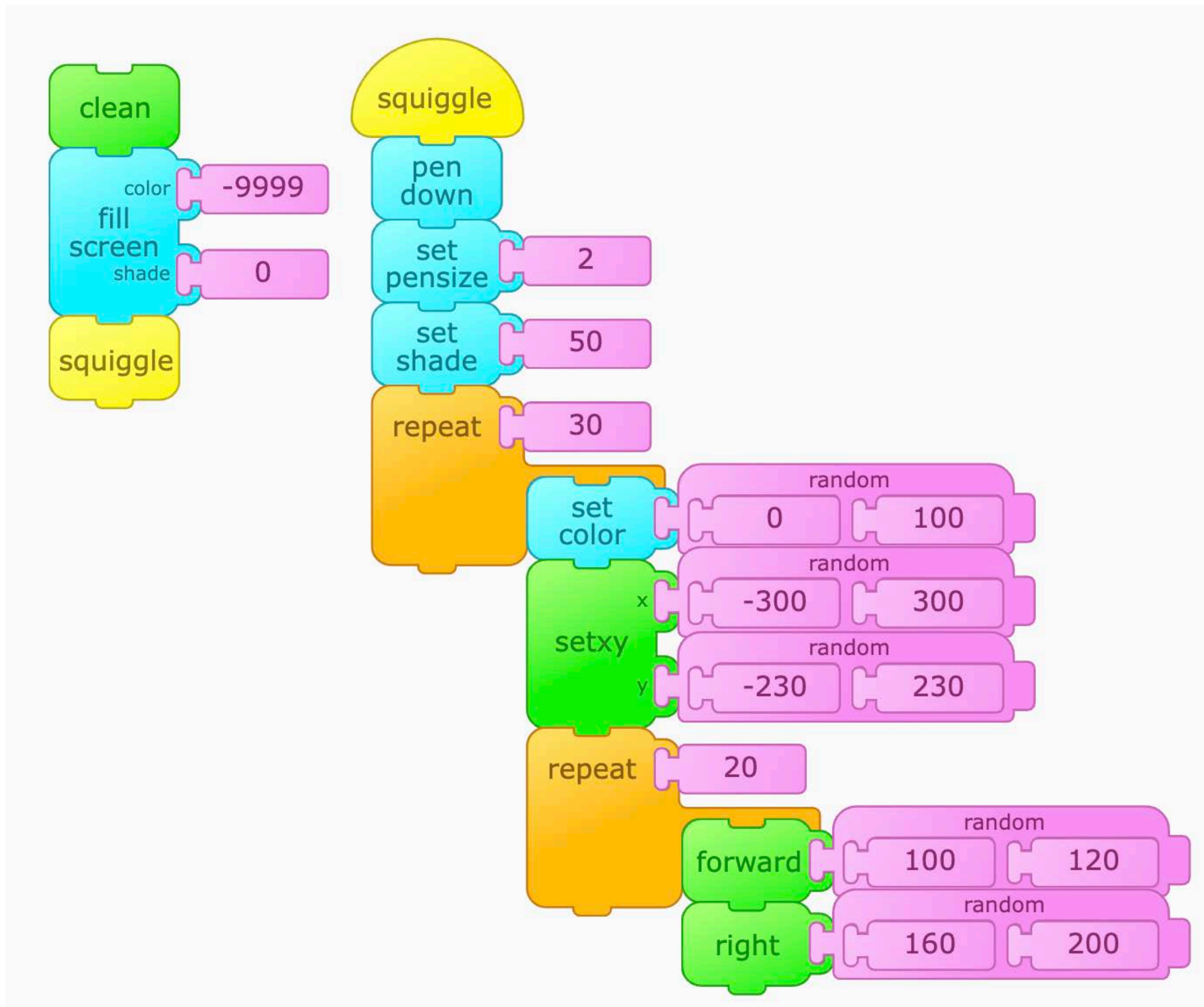
Click the set of blocks with `clean` on top to start the program.

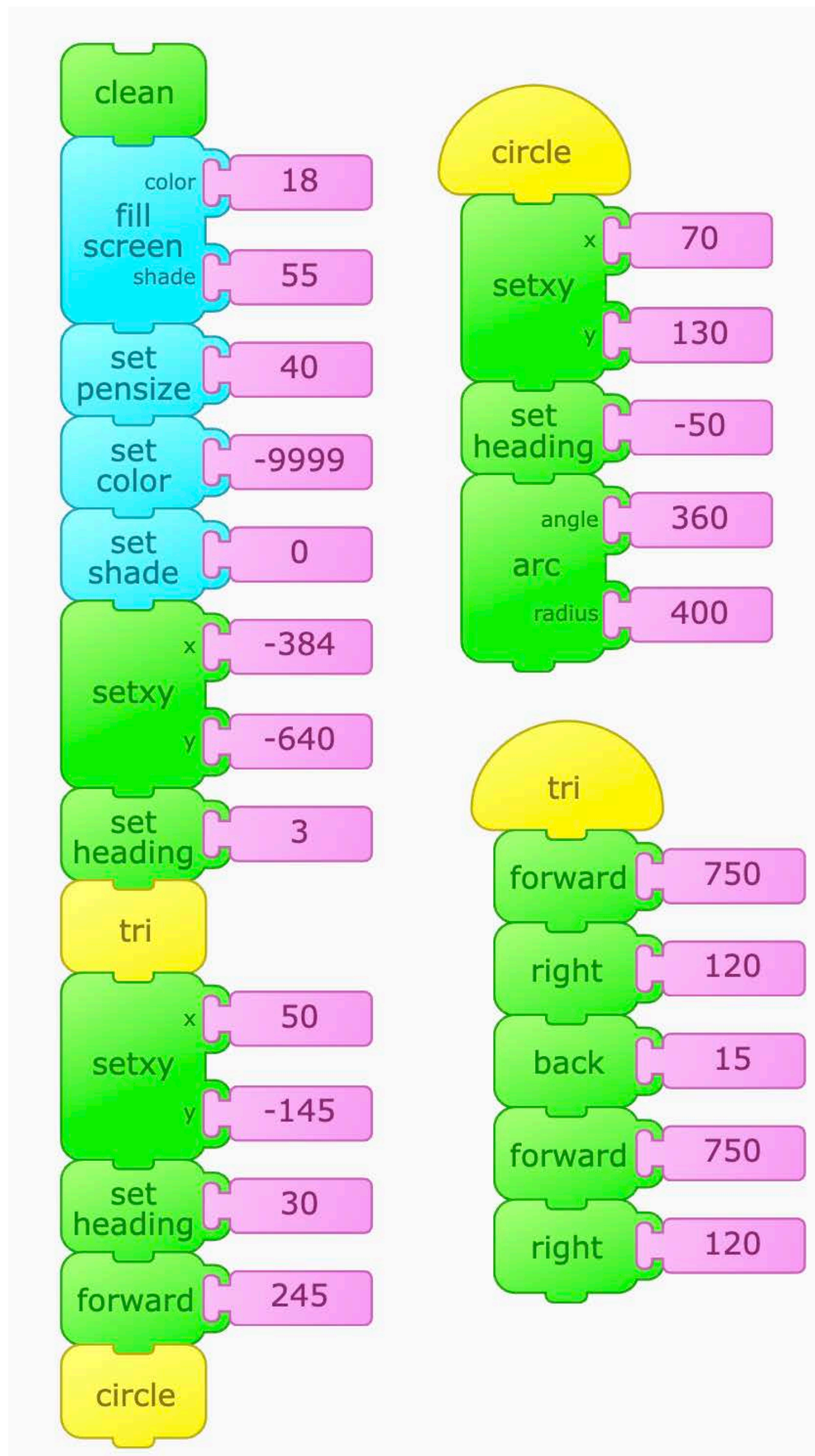


Squiggles

124

Click the set of blocks with `clean` on top to start the program.

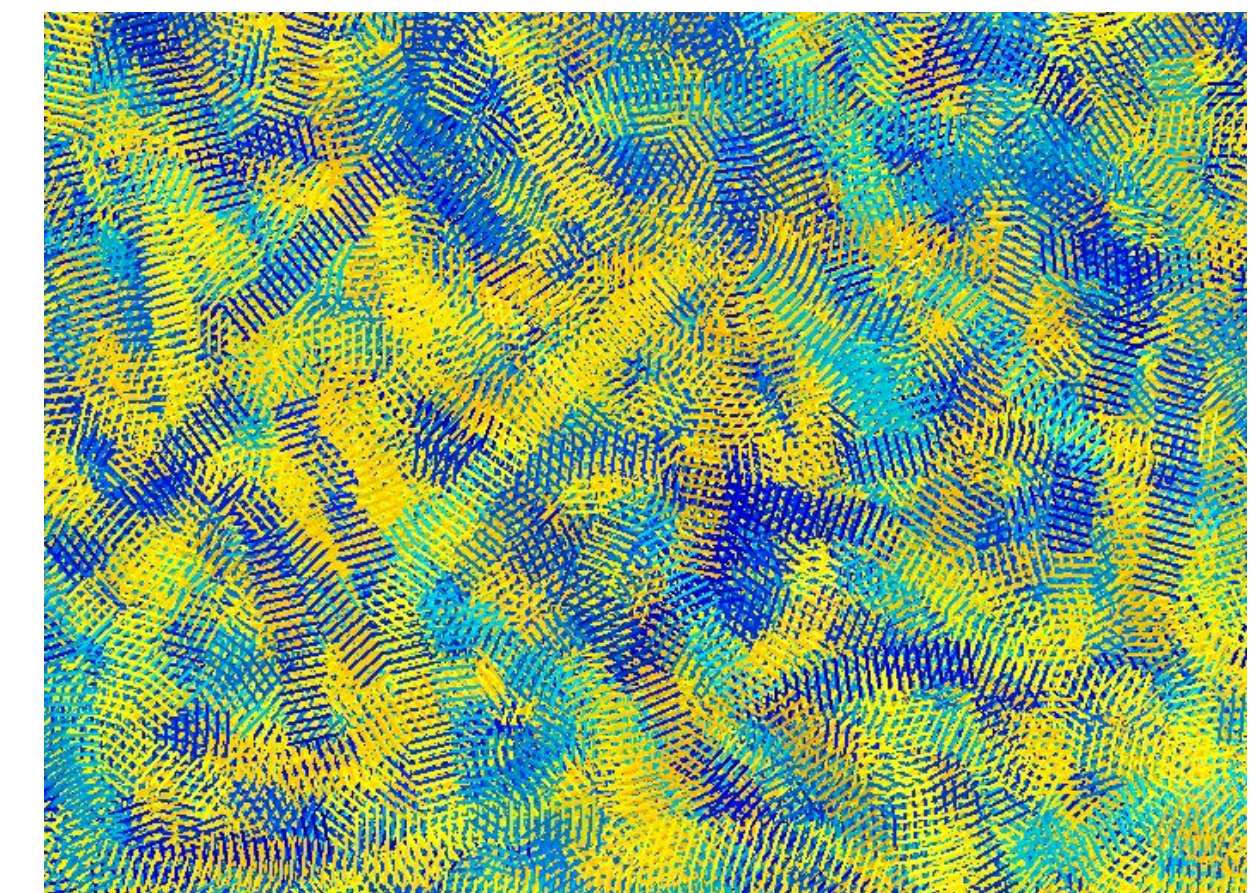
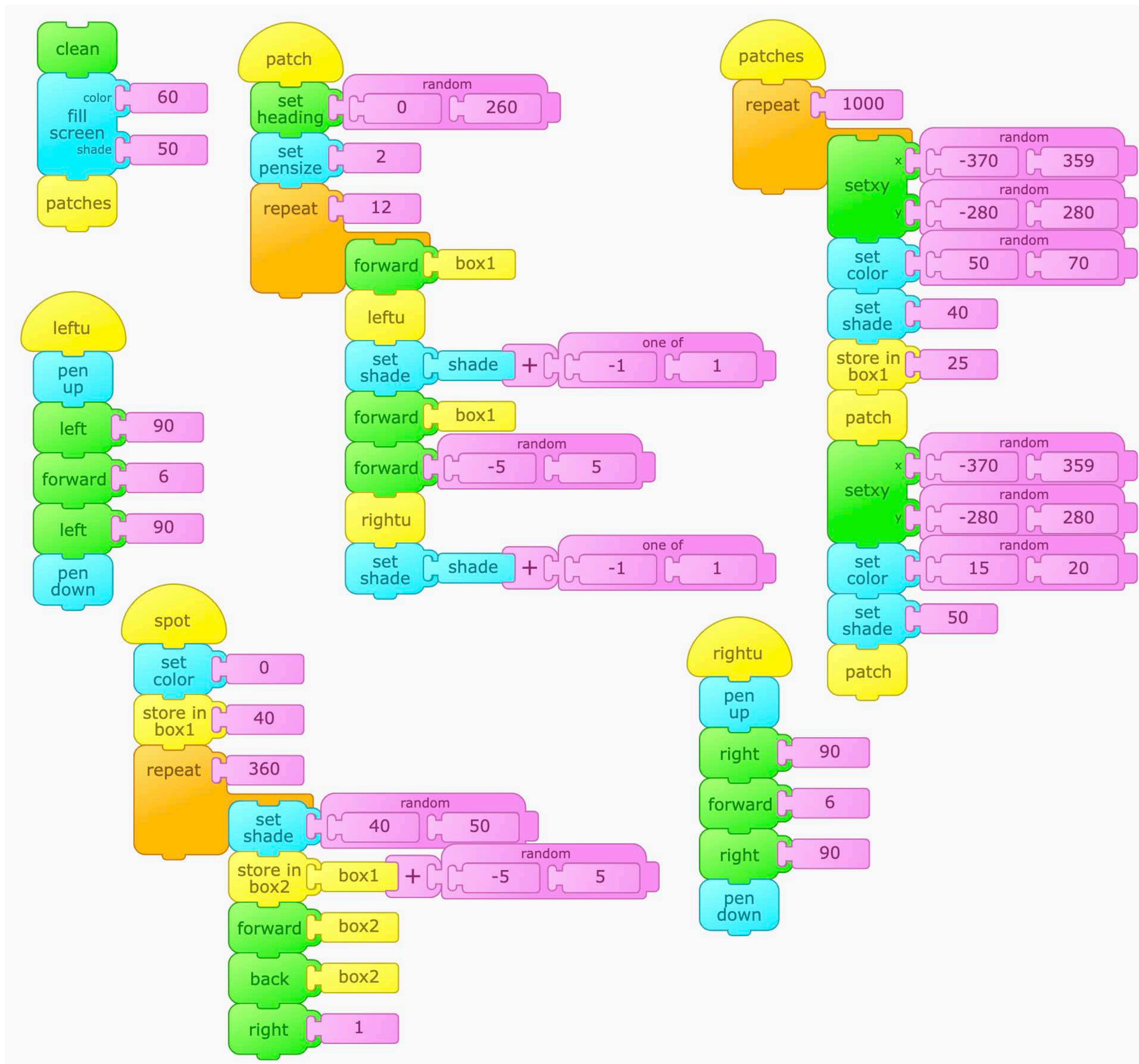




Stickman

125

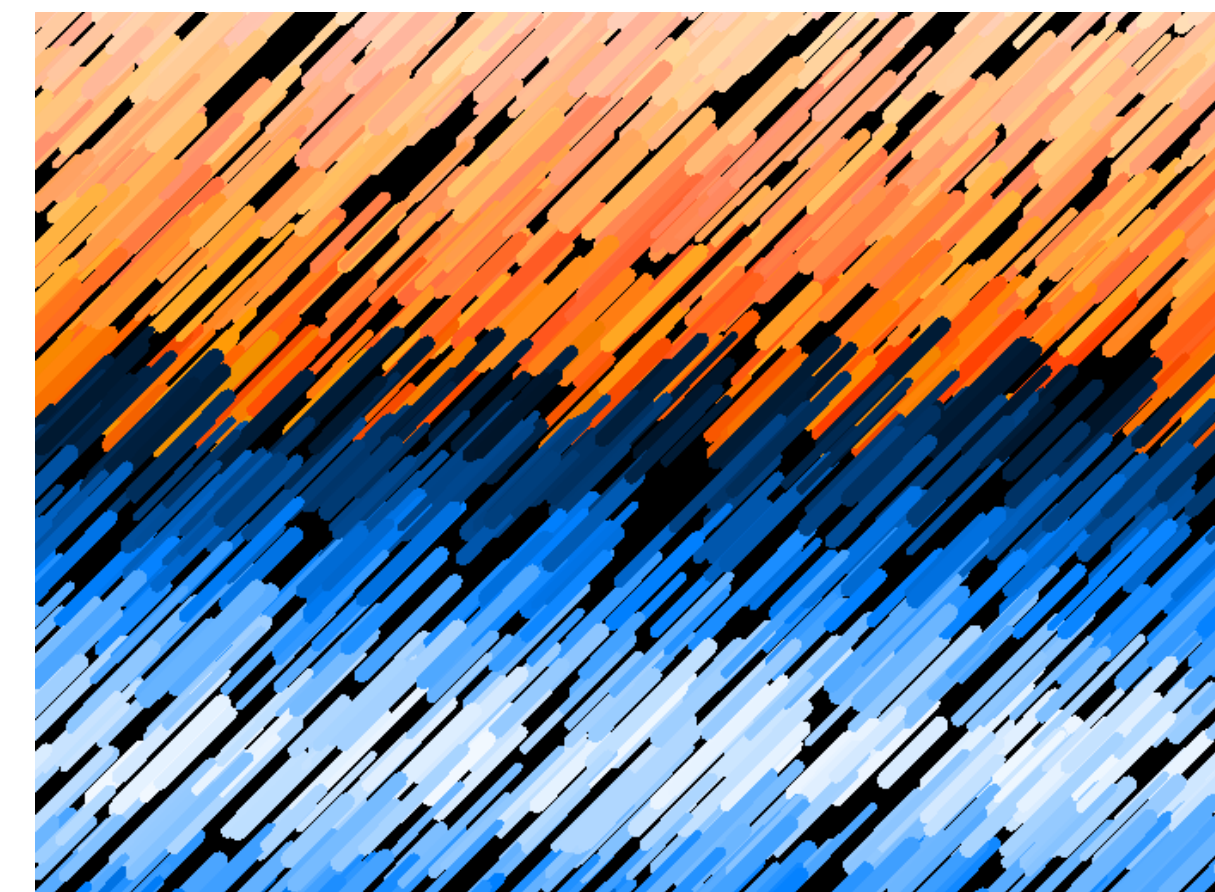
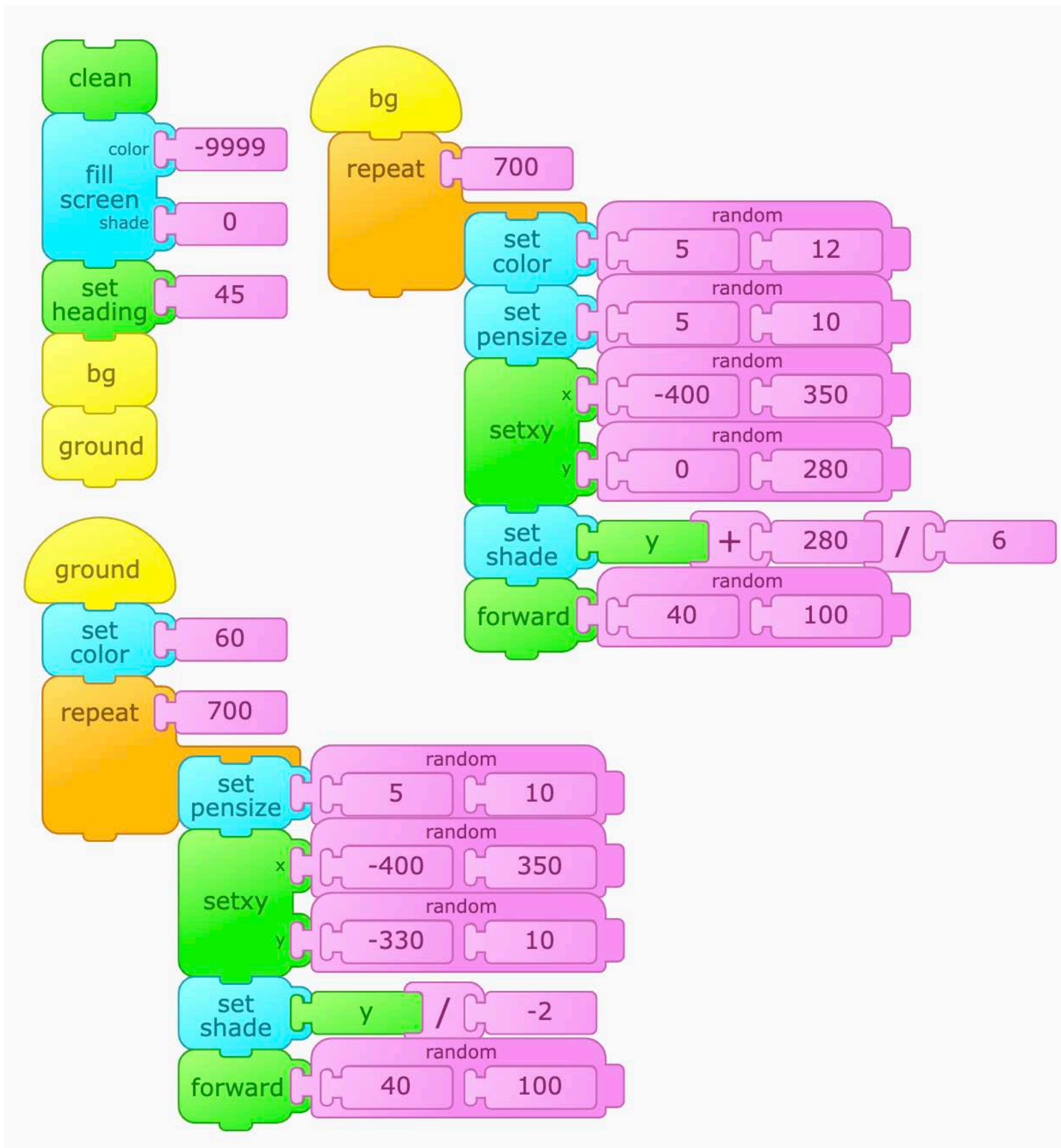
Click the set of blocks with `clean` on top to start the program.



Storm

126

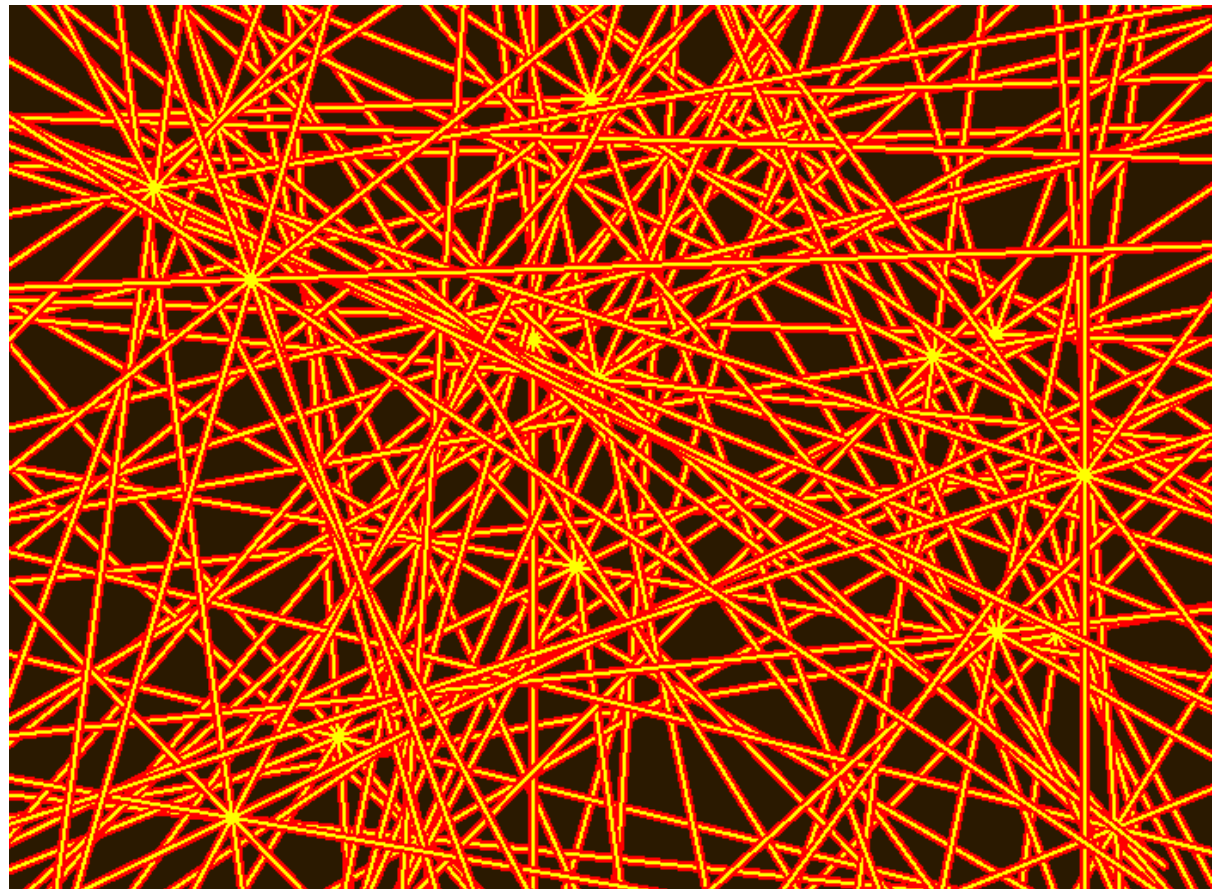
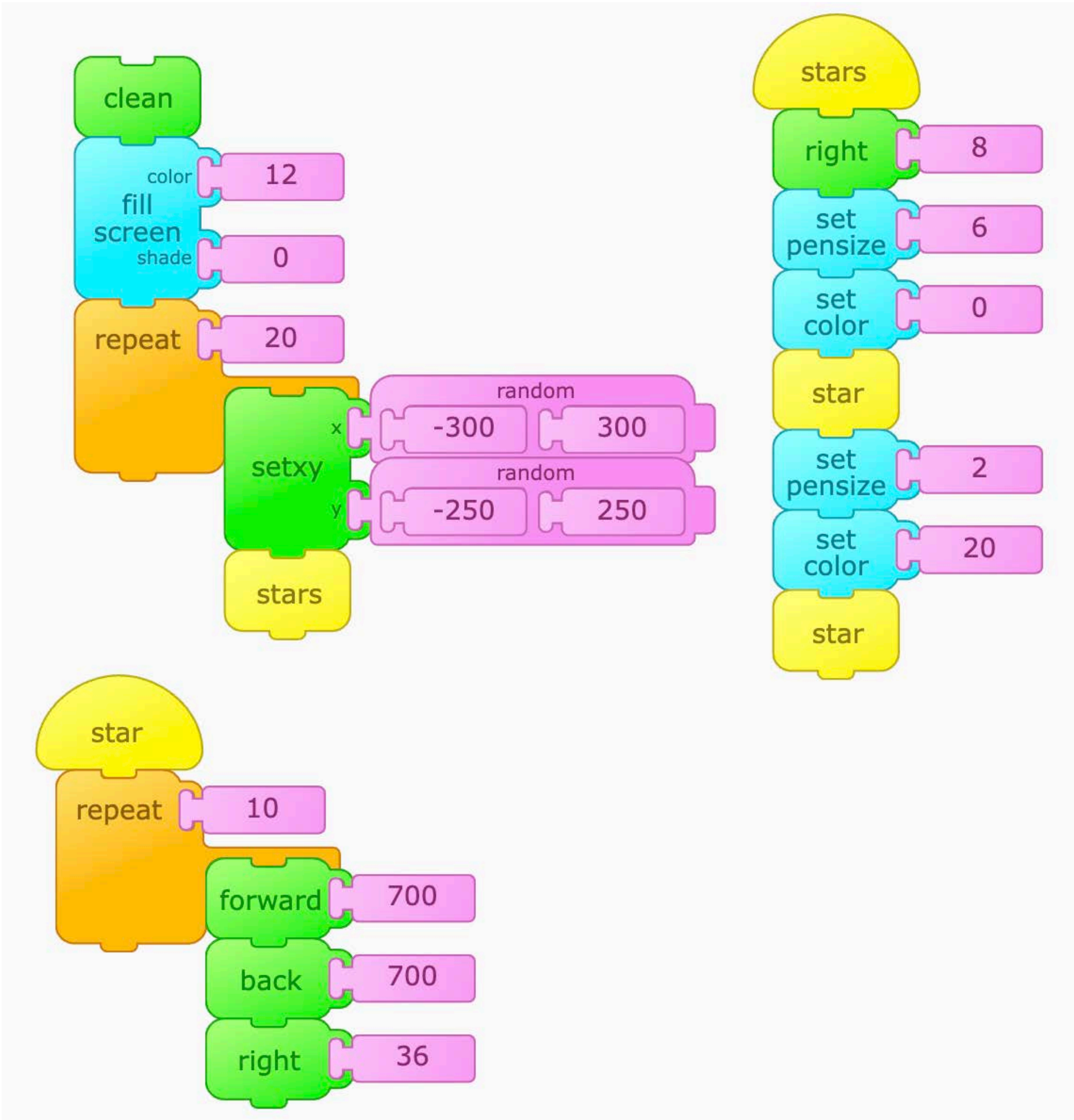
Click the set of blocks with `clean` on top to start the program.



Stormy Sea

127

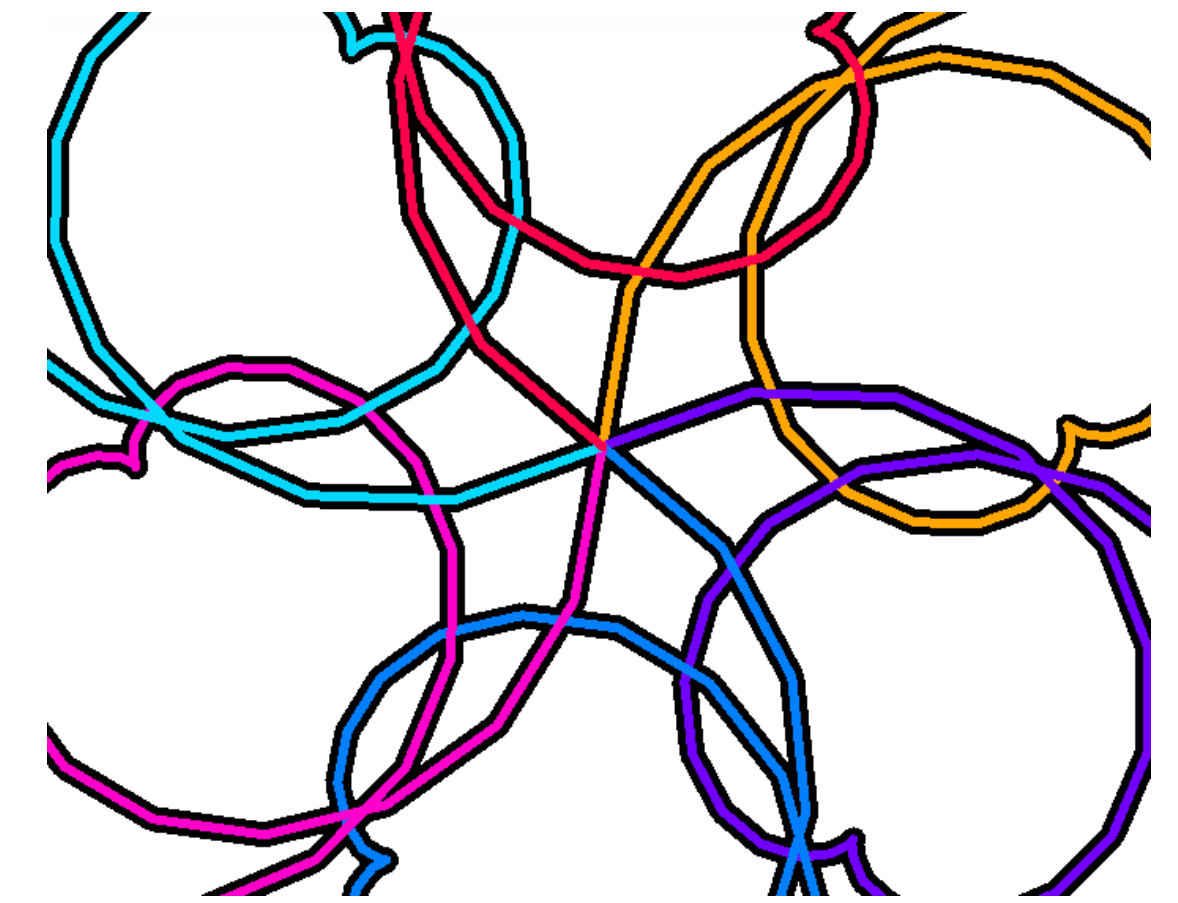
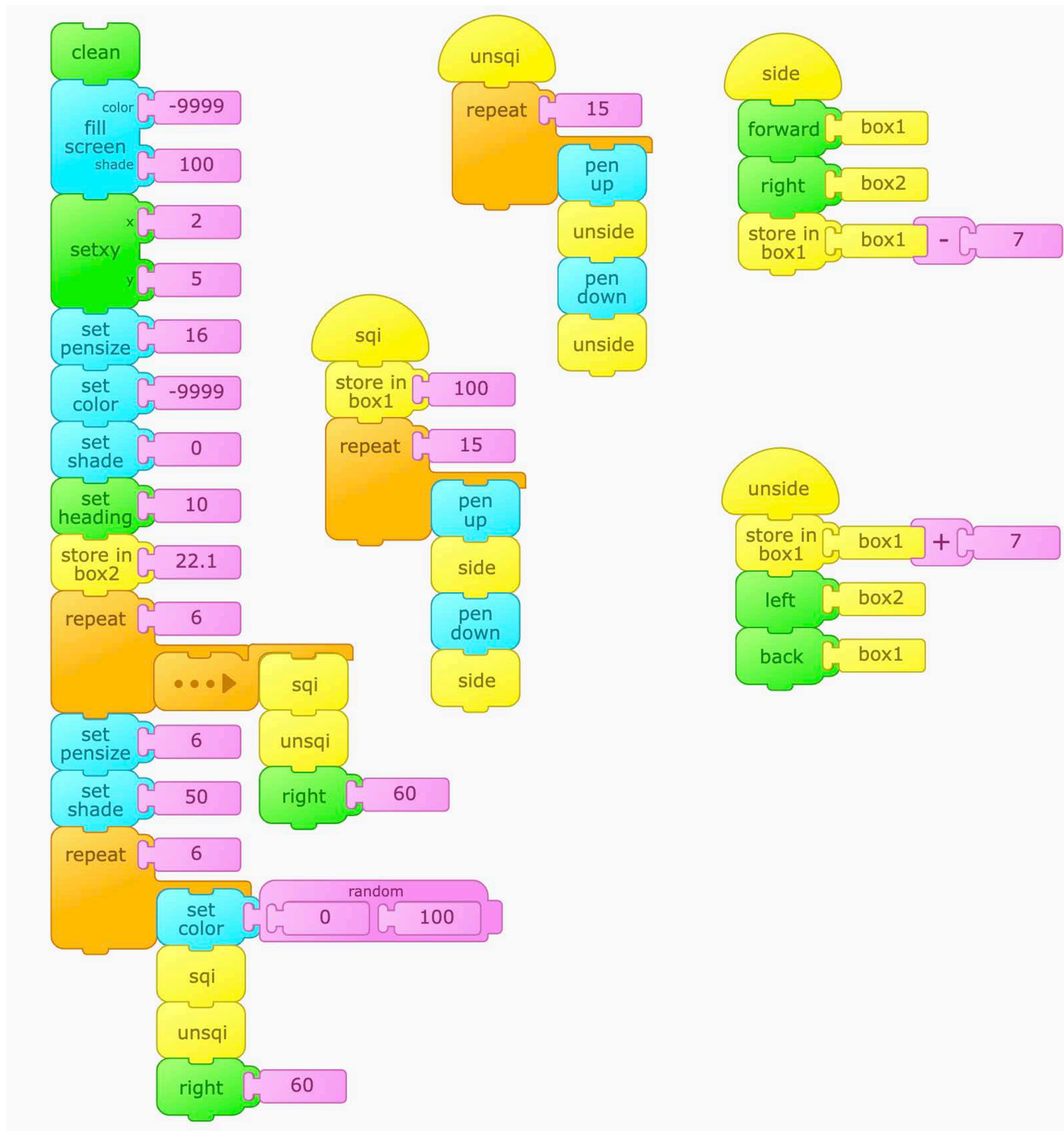
Click the set of blocks with `clean` on top to start the program.



Straw

128

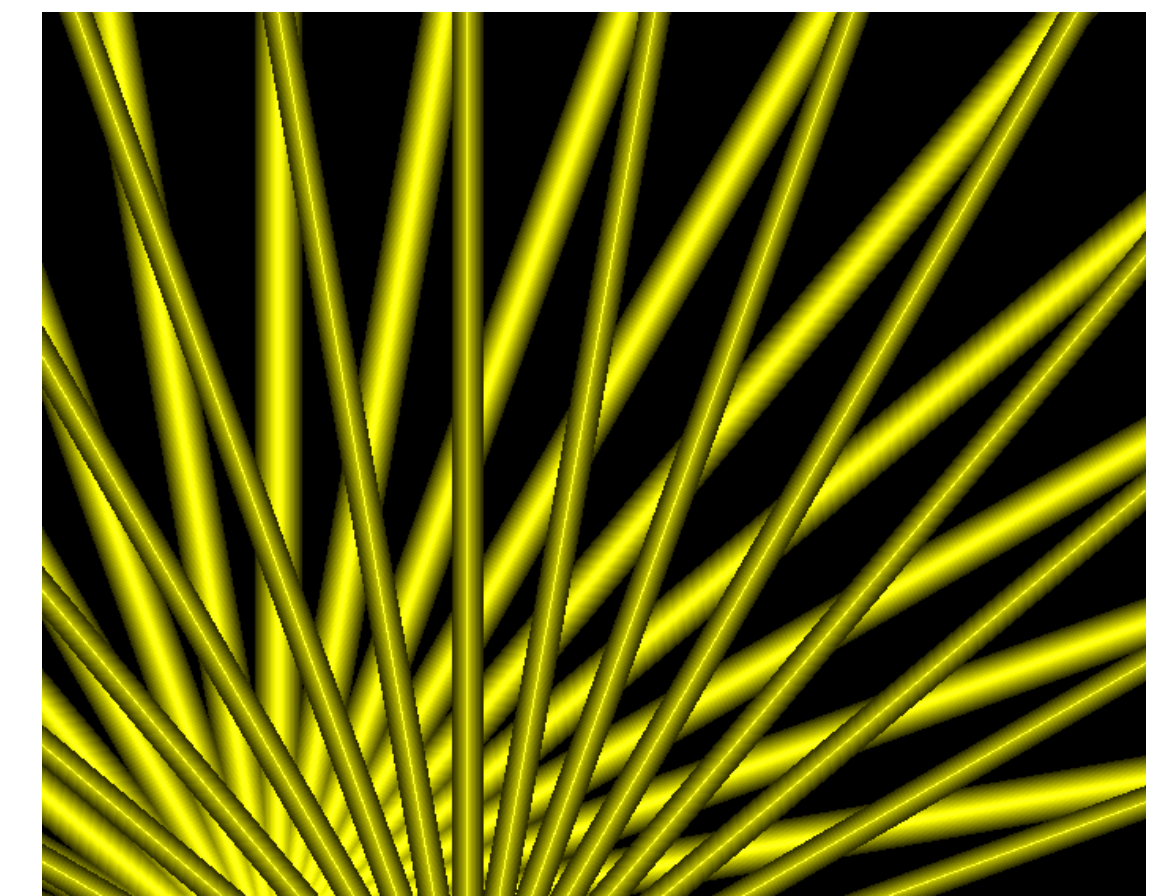
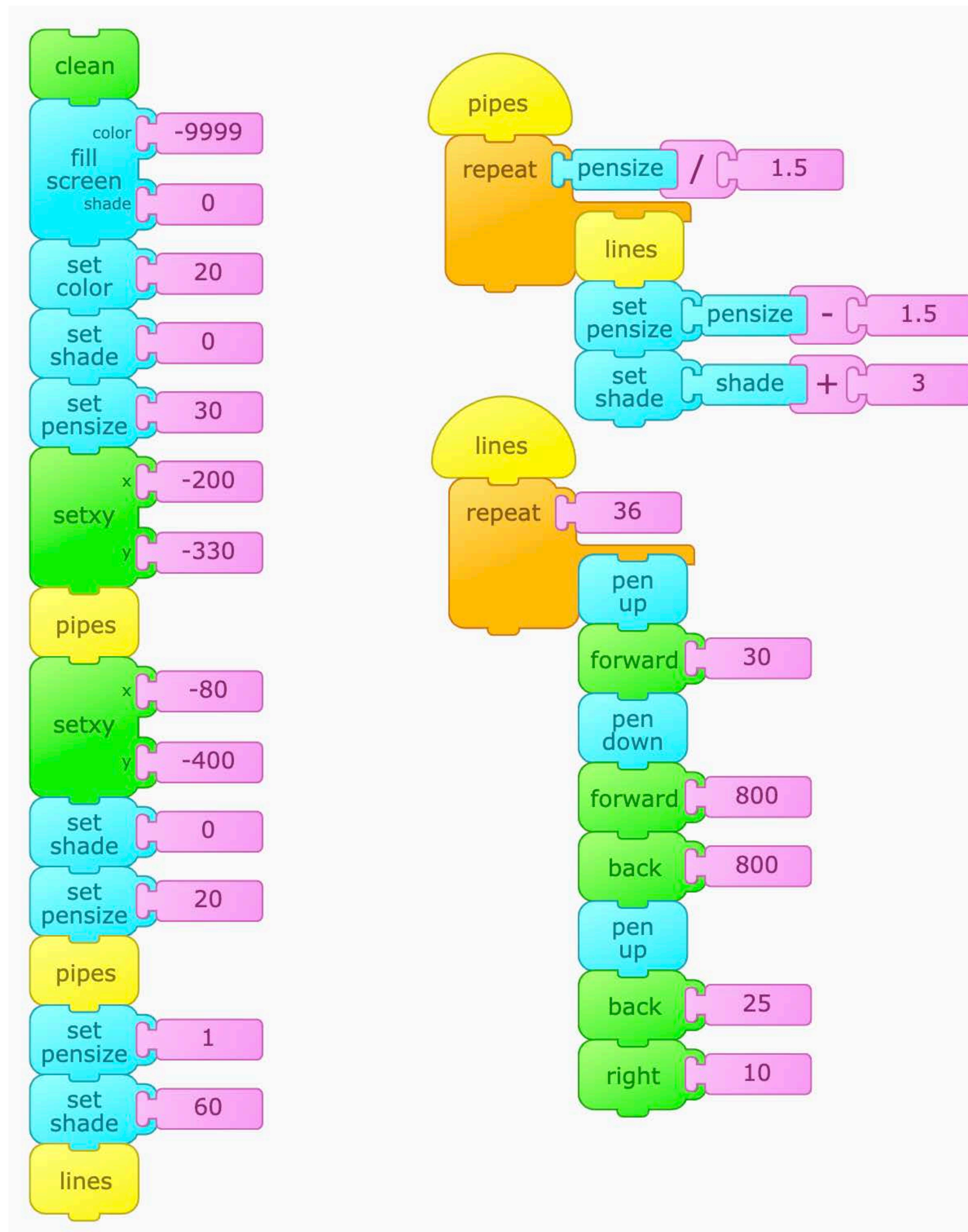
Click the set of blocks with clean on top to start the program.



Streamers

129

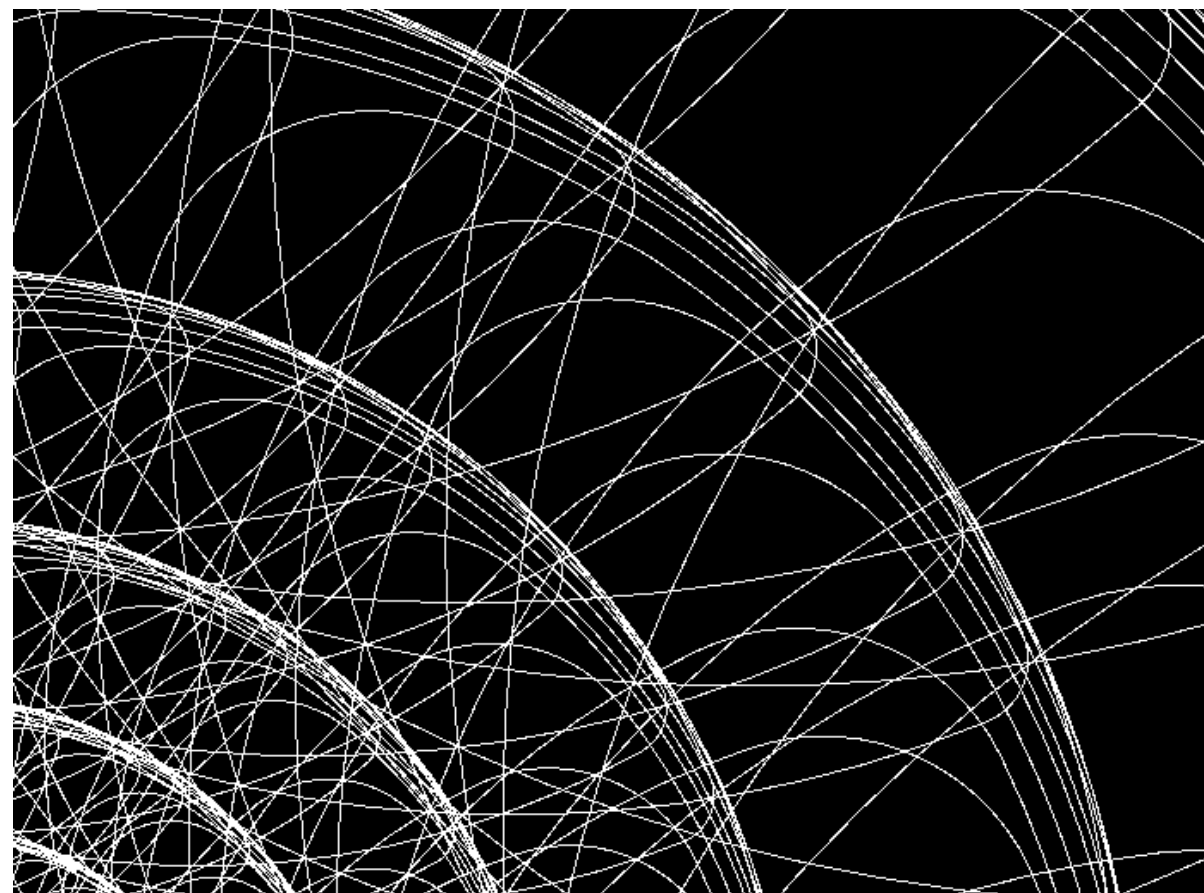
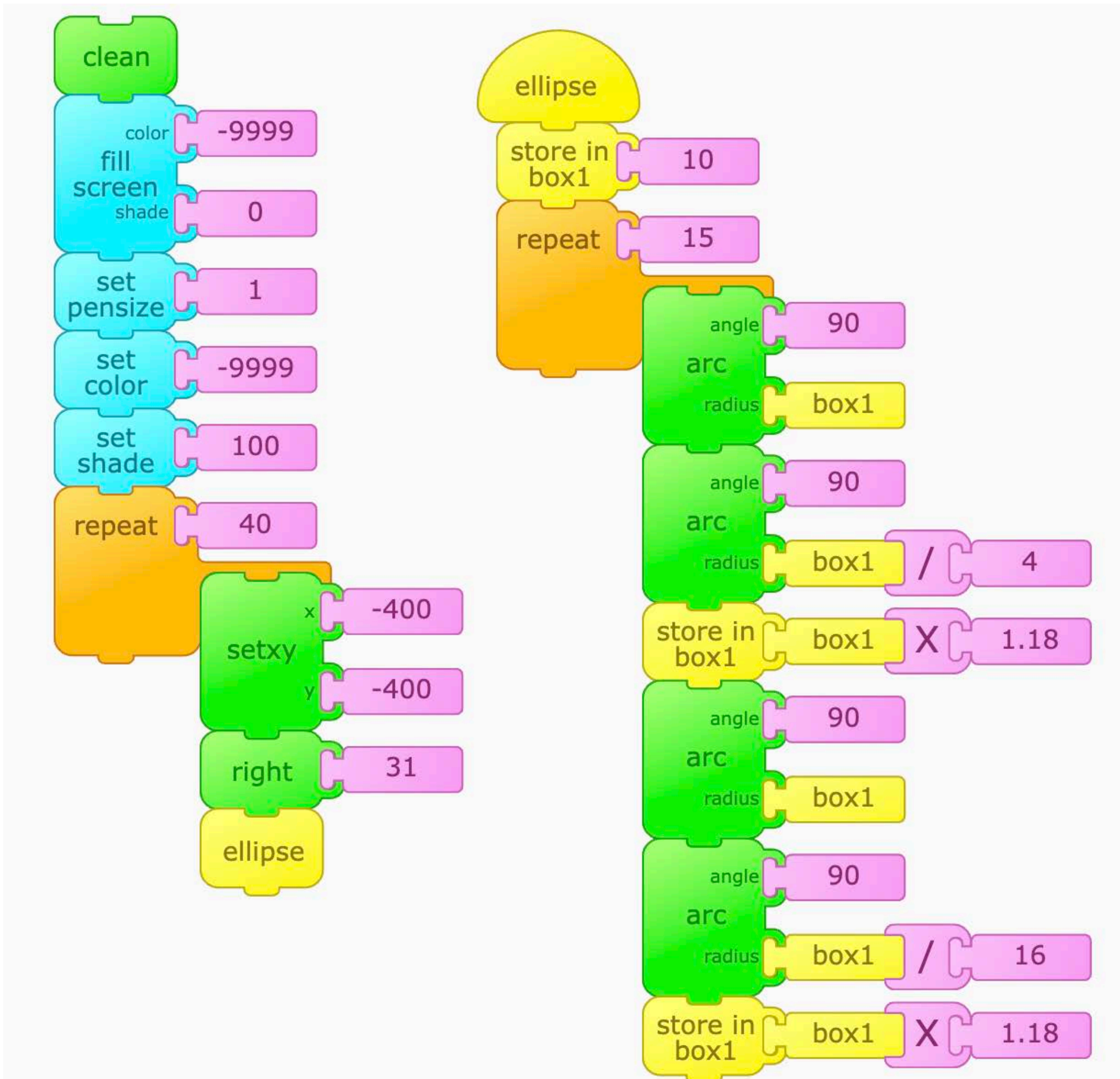
Click the set of blocks with `clean` on top to start the program.



Stingray

130

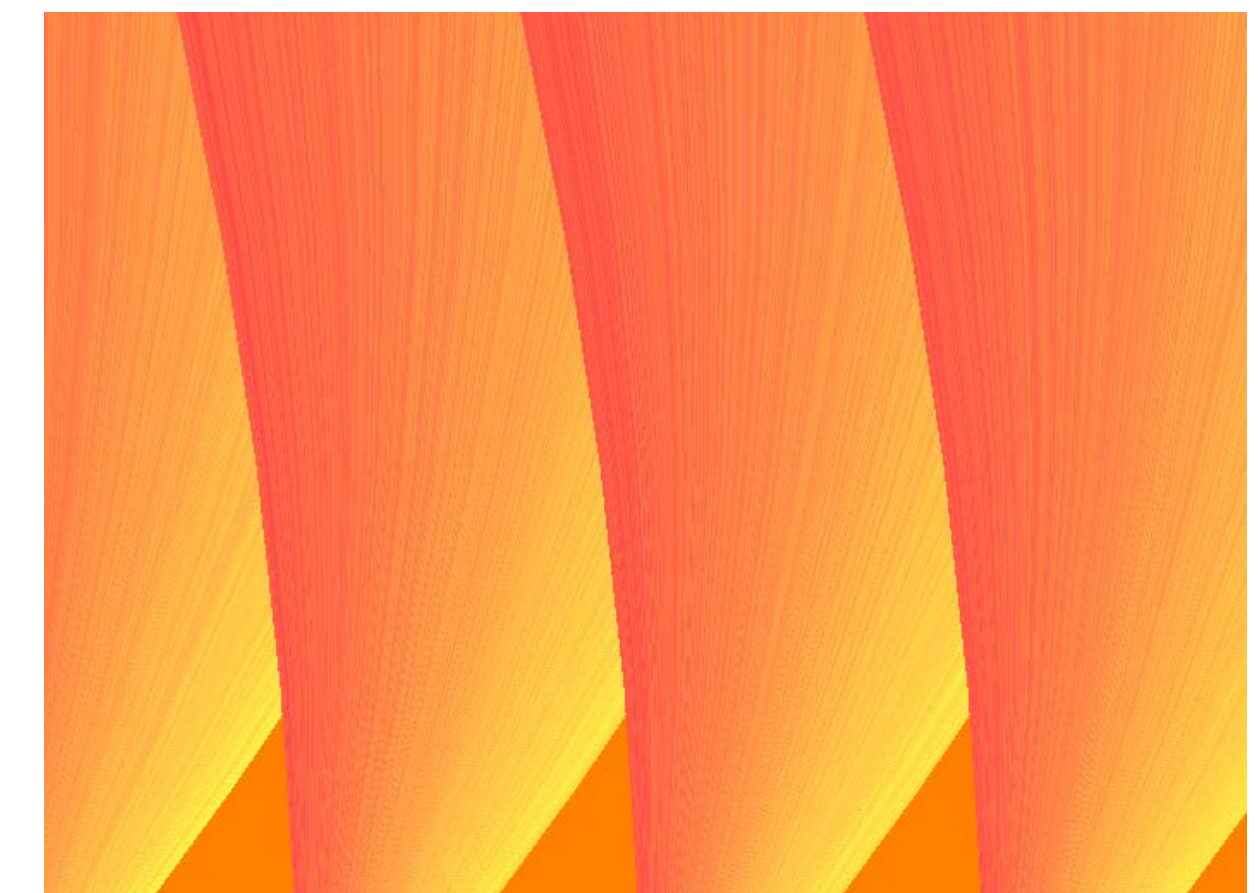
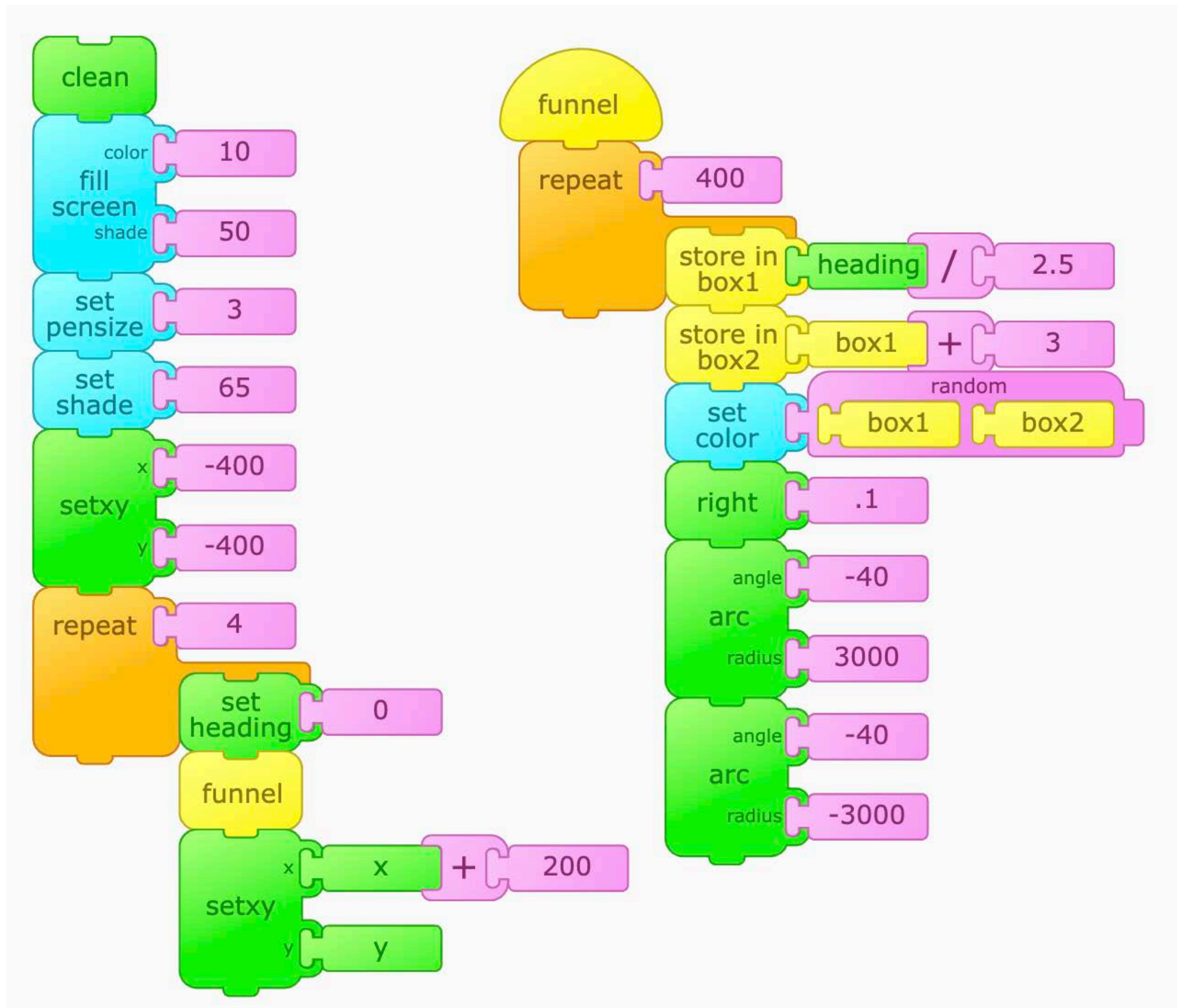
Click the set of blocks with `clean` on top to start the program.



String Theory

131

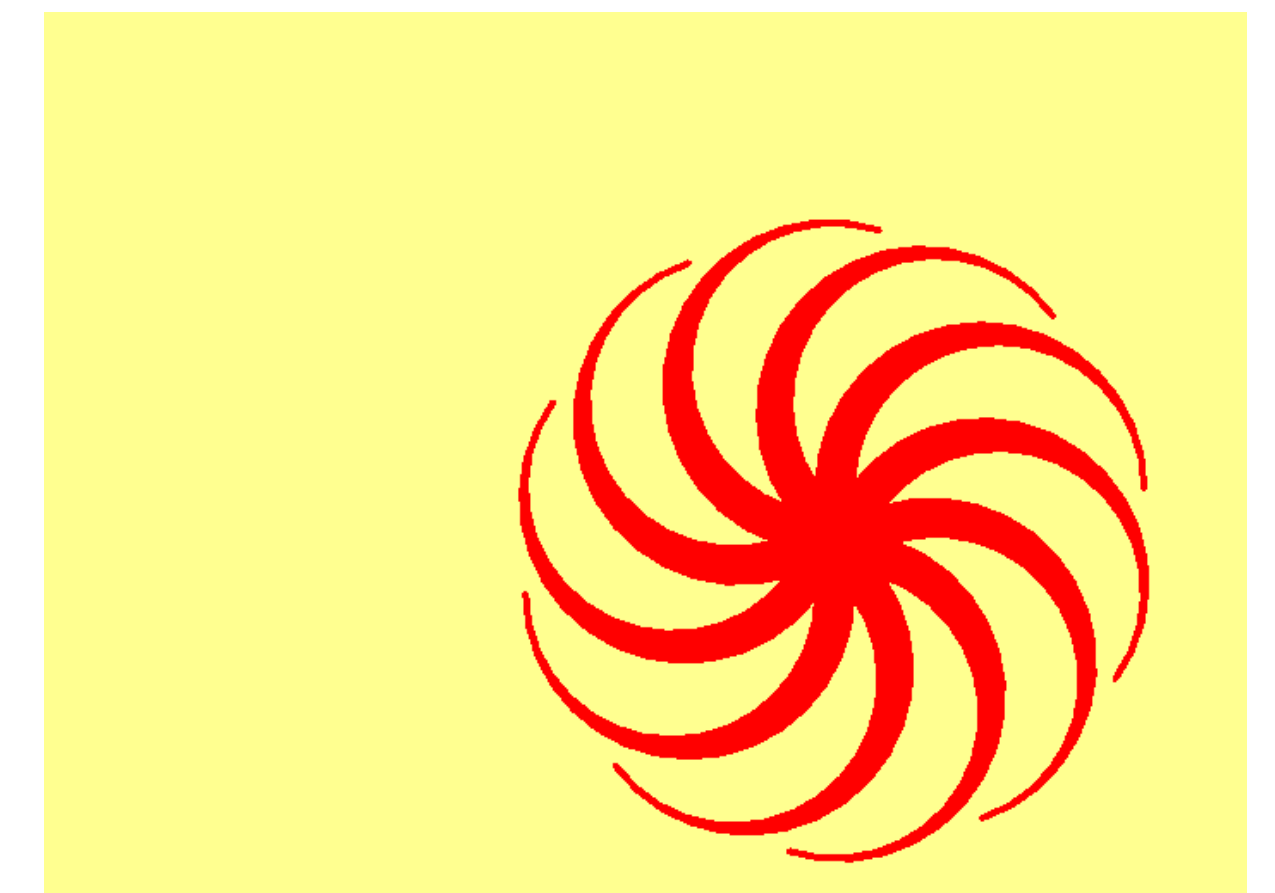
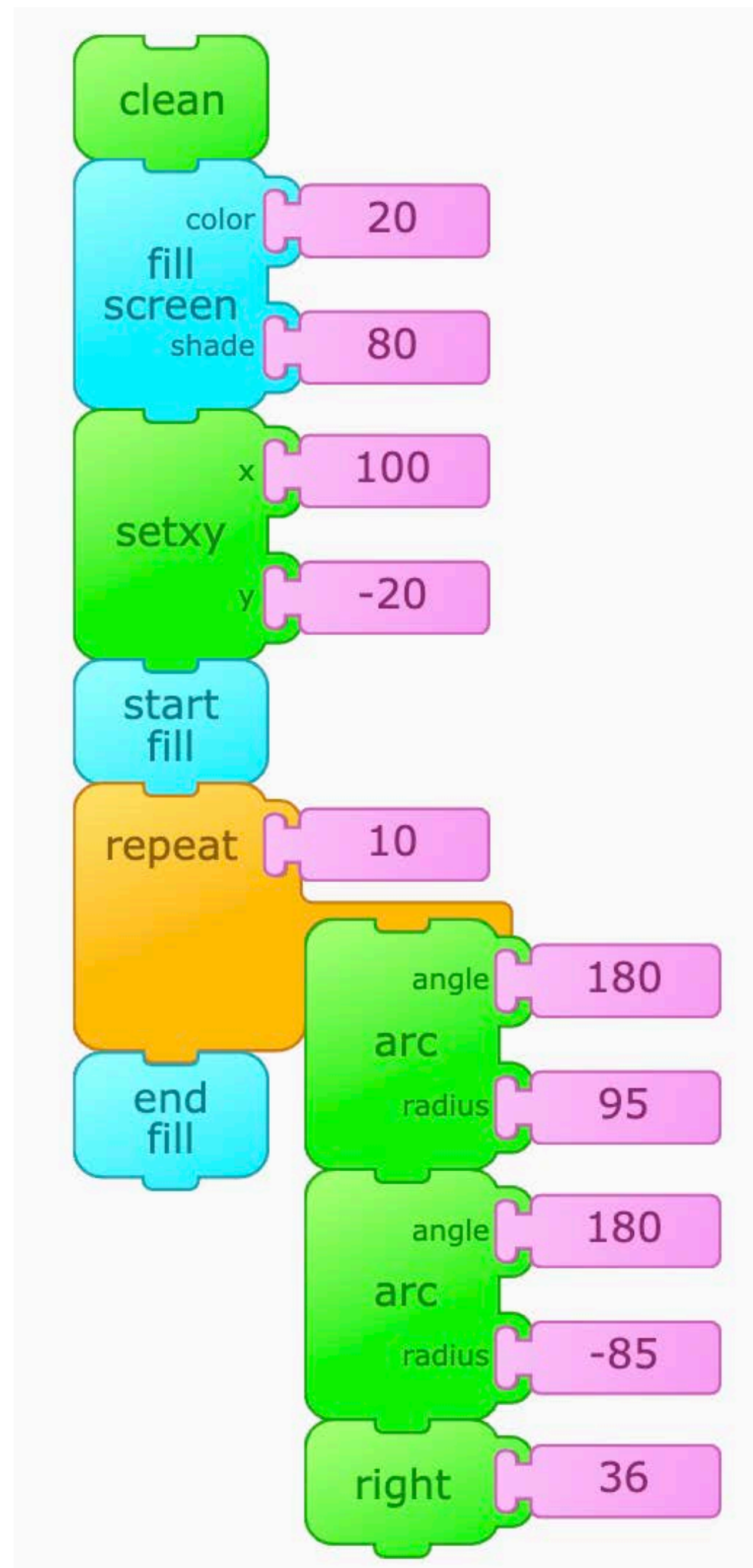
Click the set of blocks with clean on top to start the program.



Sunset On Ur

132

Click the set of blocks with clean on top to start the program.



Swirl

133

Click the set of blocks with `clean` on top to start the program.

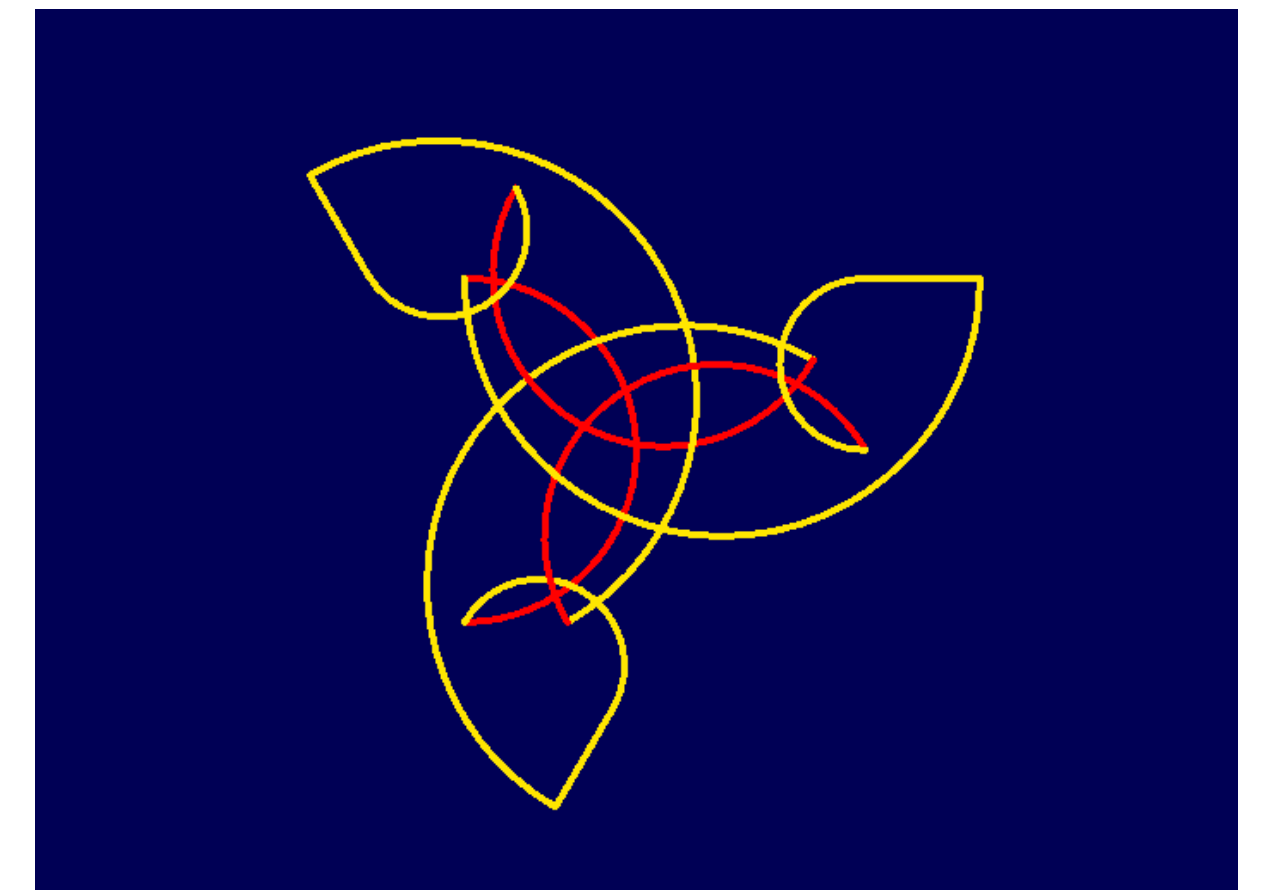
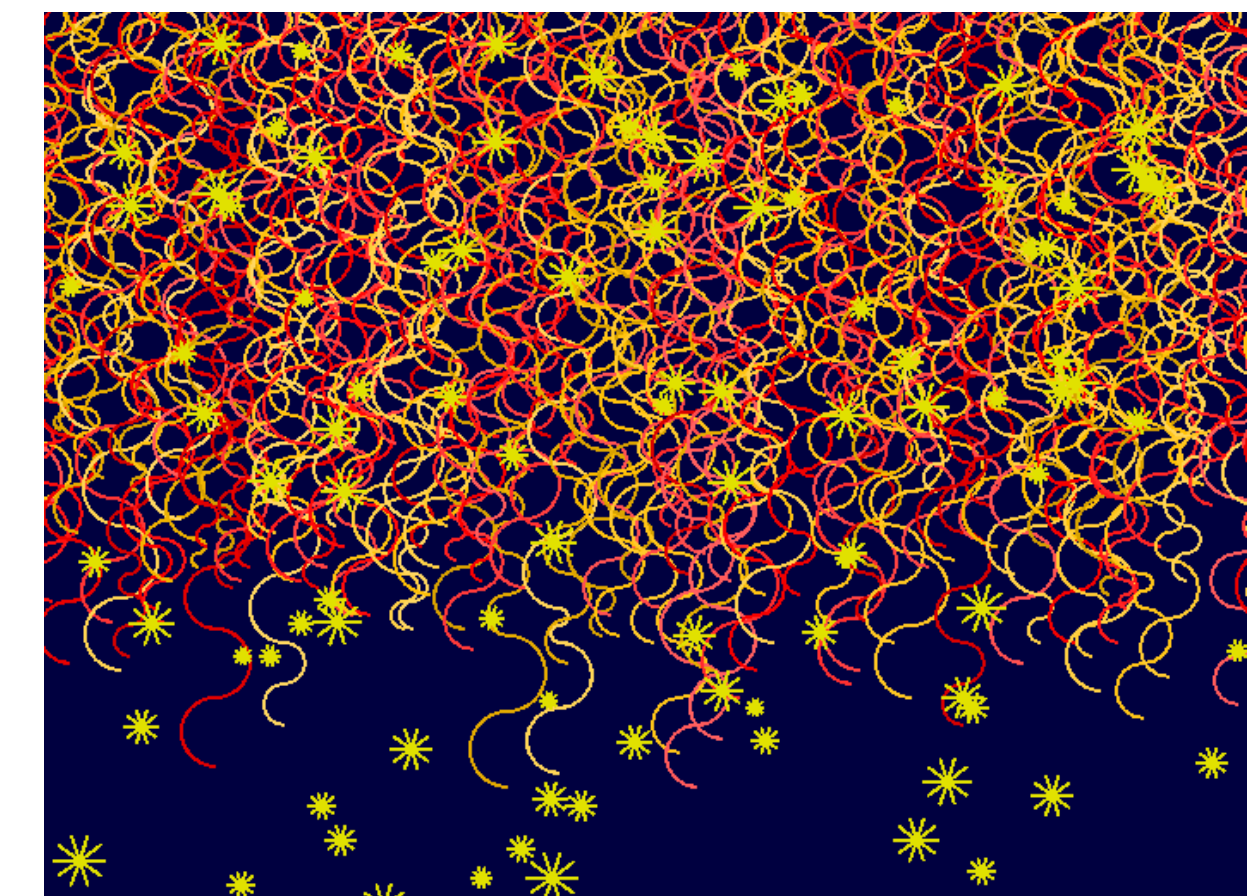
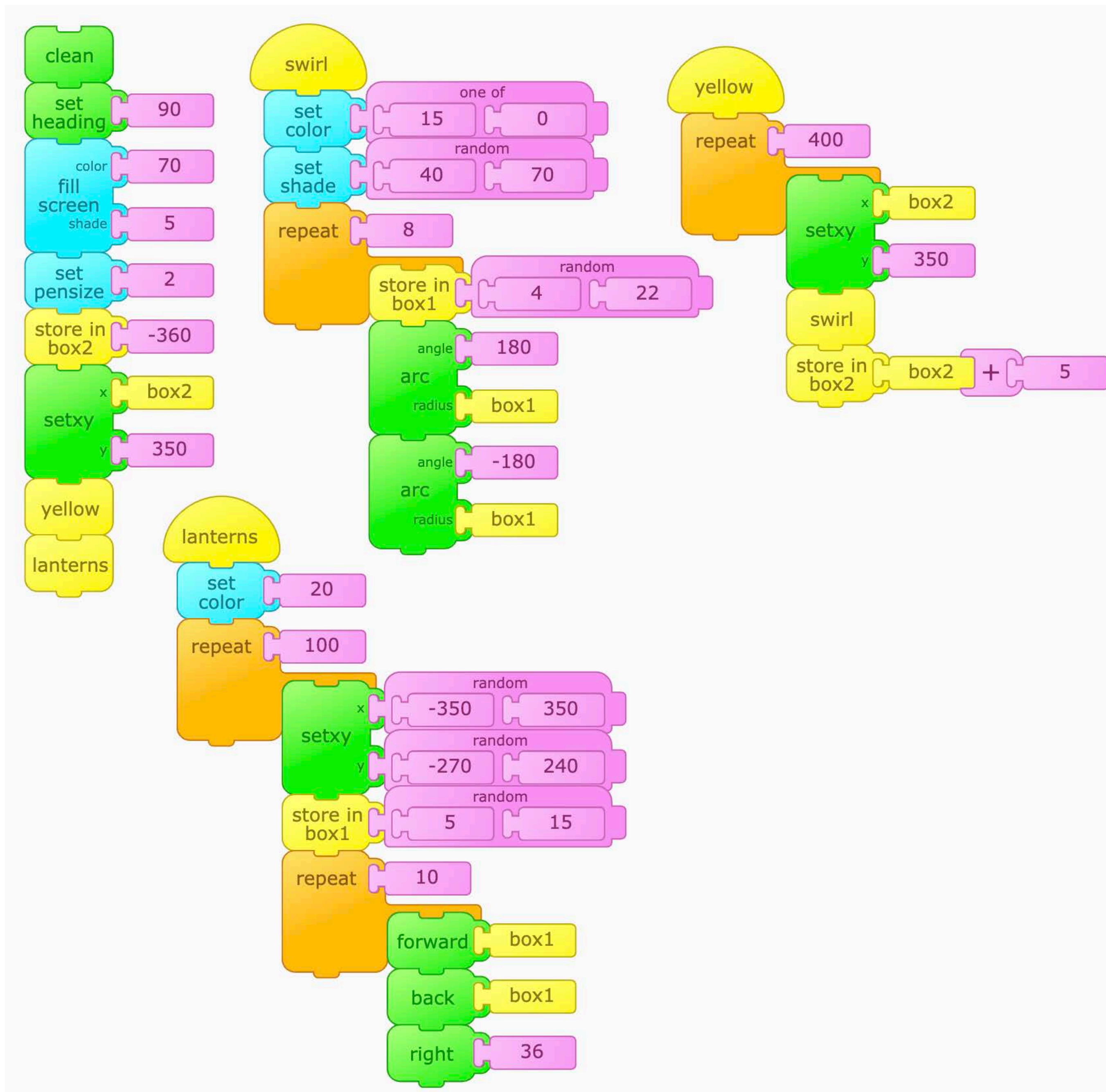


Table for Three

134

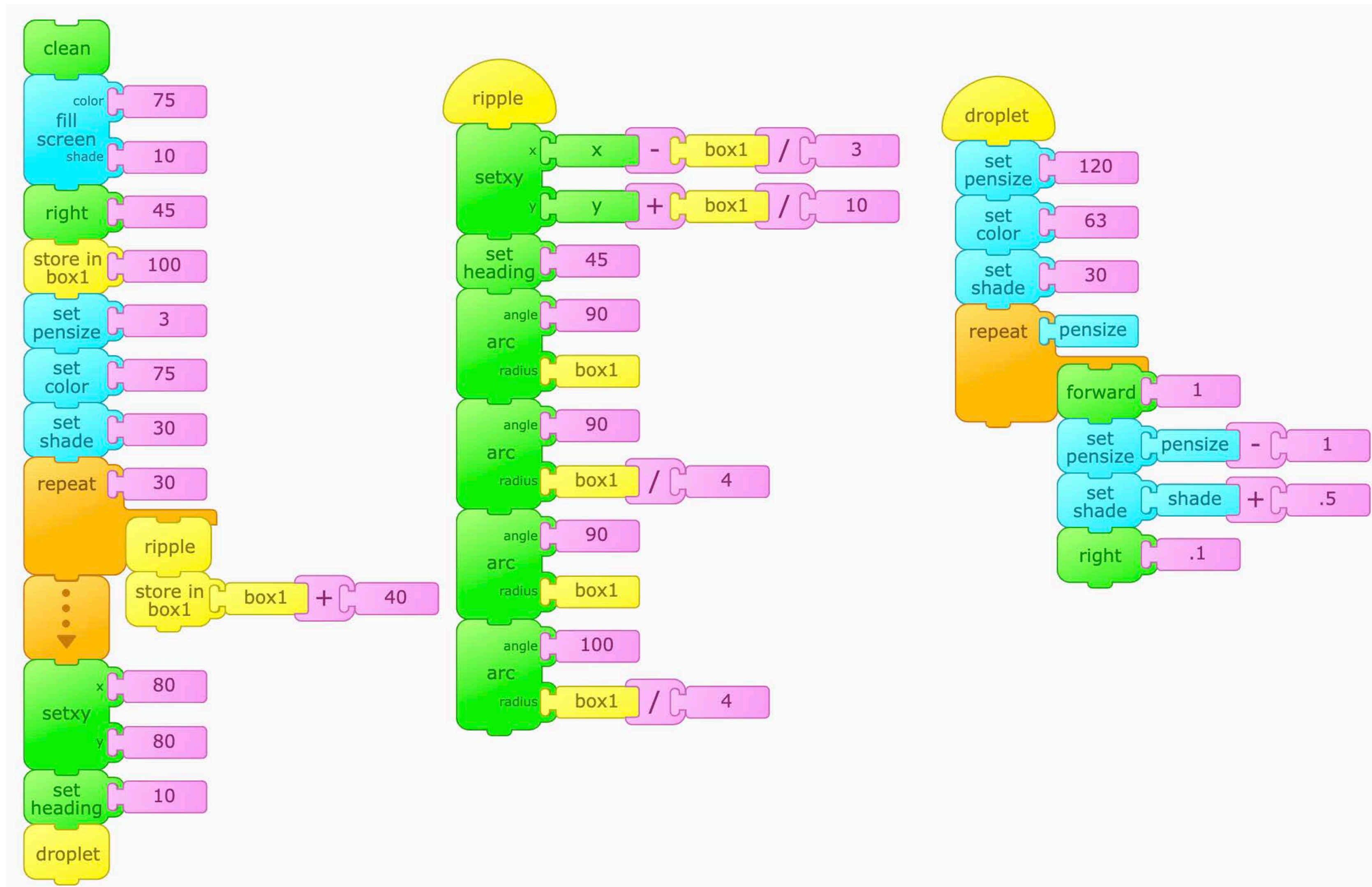
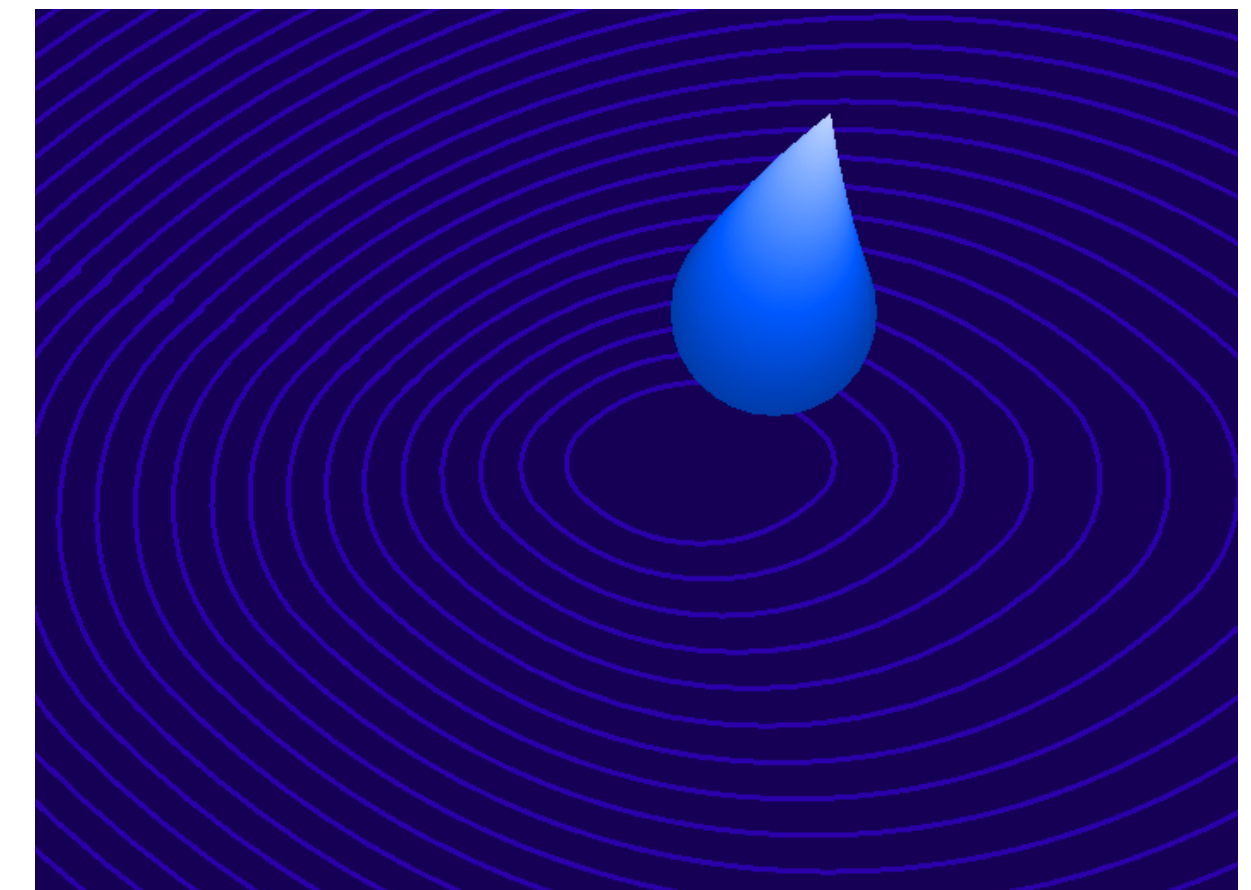
Click the set of blocks with `clean` on top to start the program.



Tangled

135

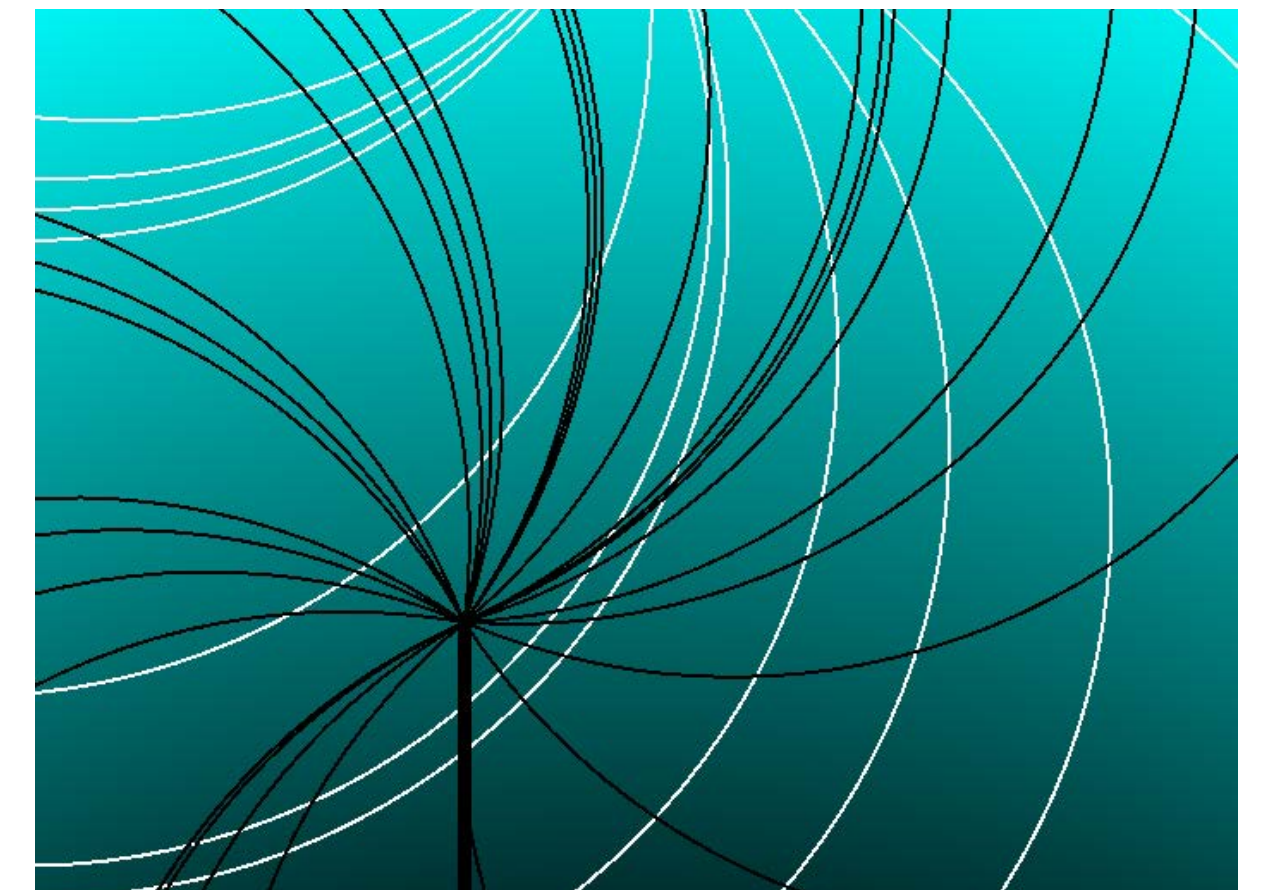
Click the set of blocks with `clean` on top to start the program.



Tear

136

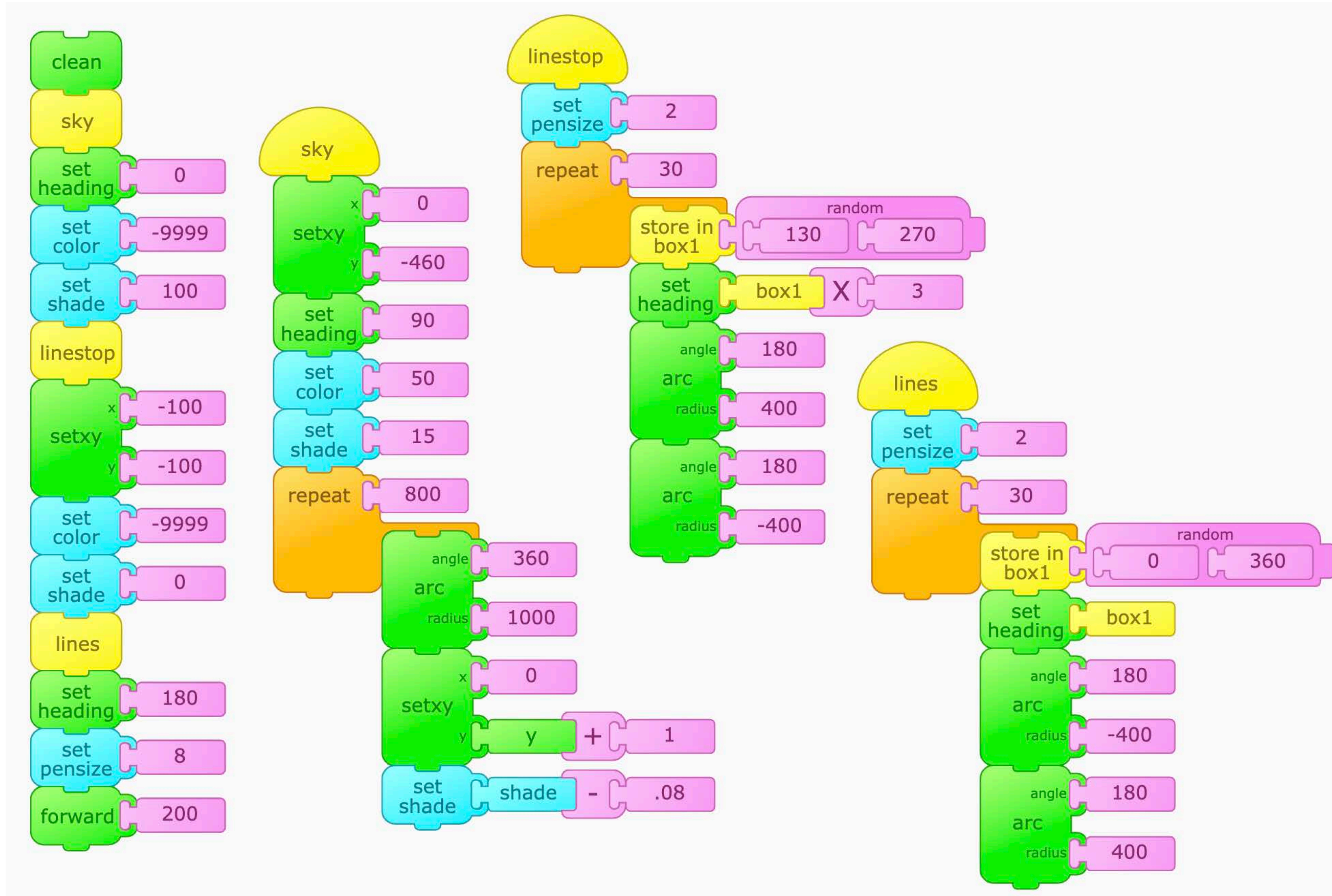
Click the set of blocks with `clean` on top to start the program.

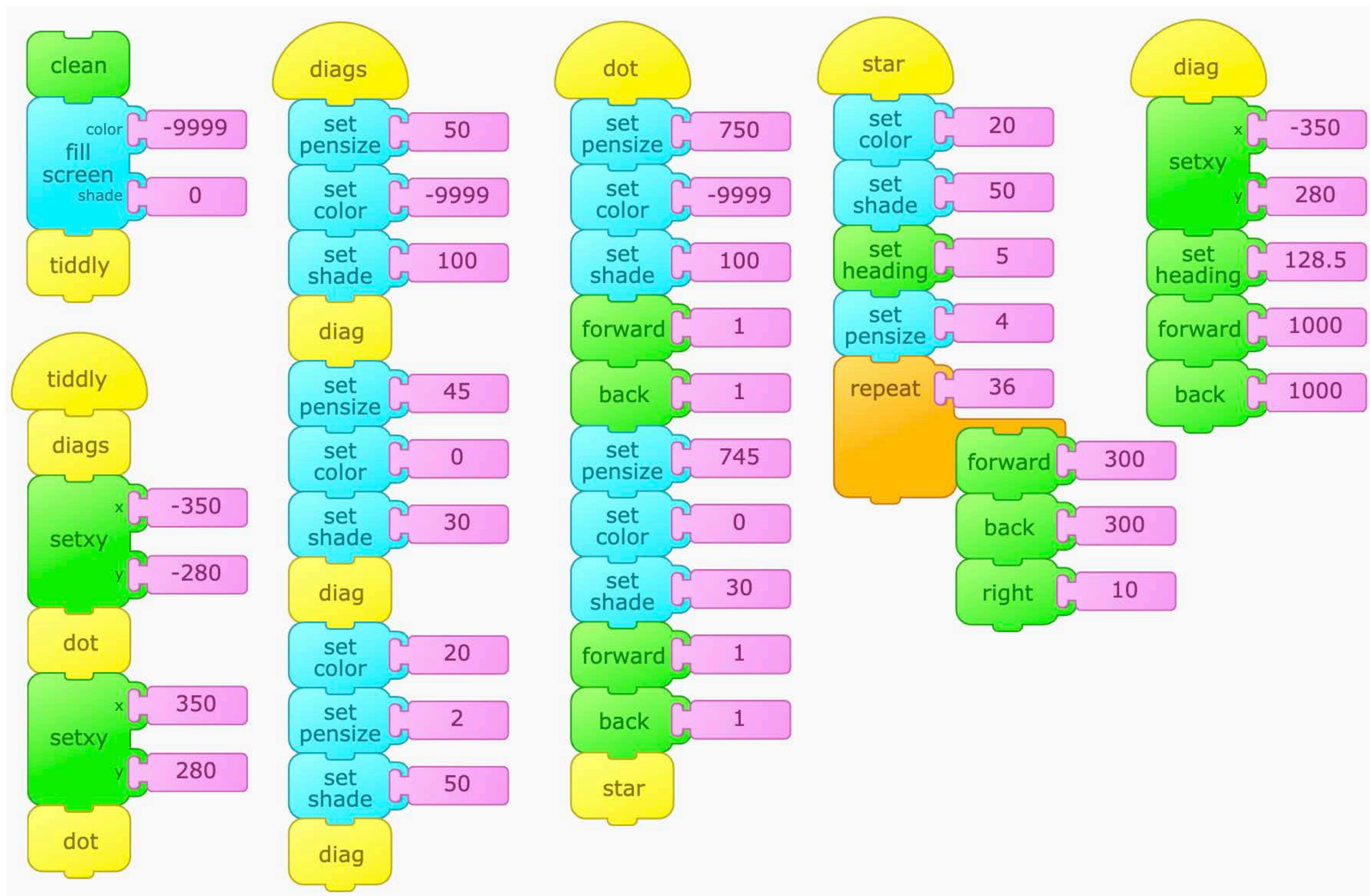
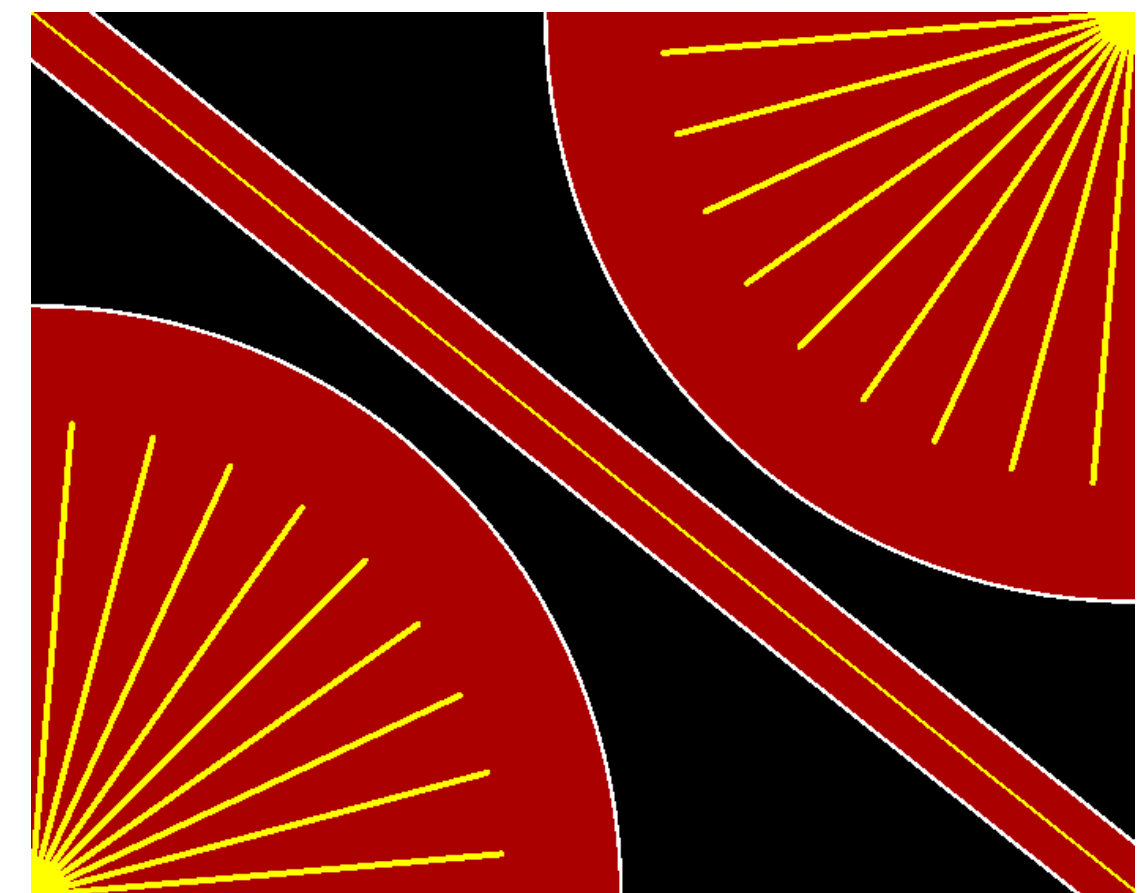


Telegraph

137

Click the set of blocks with clean on top to start the program.

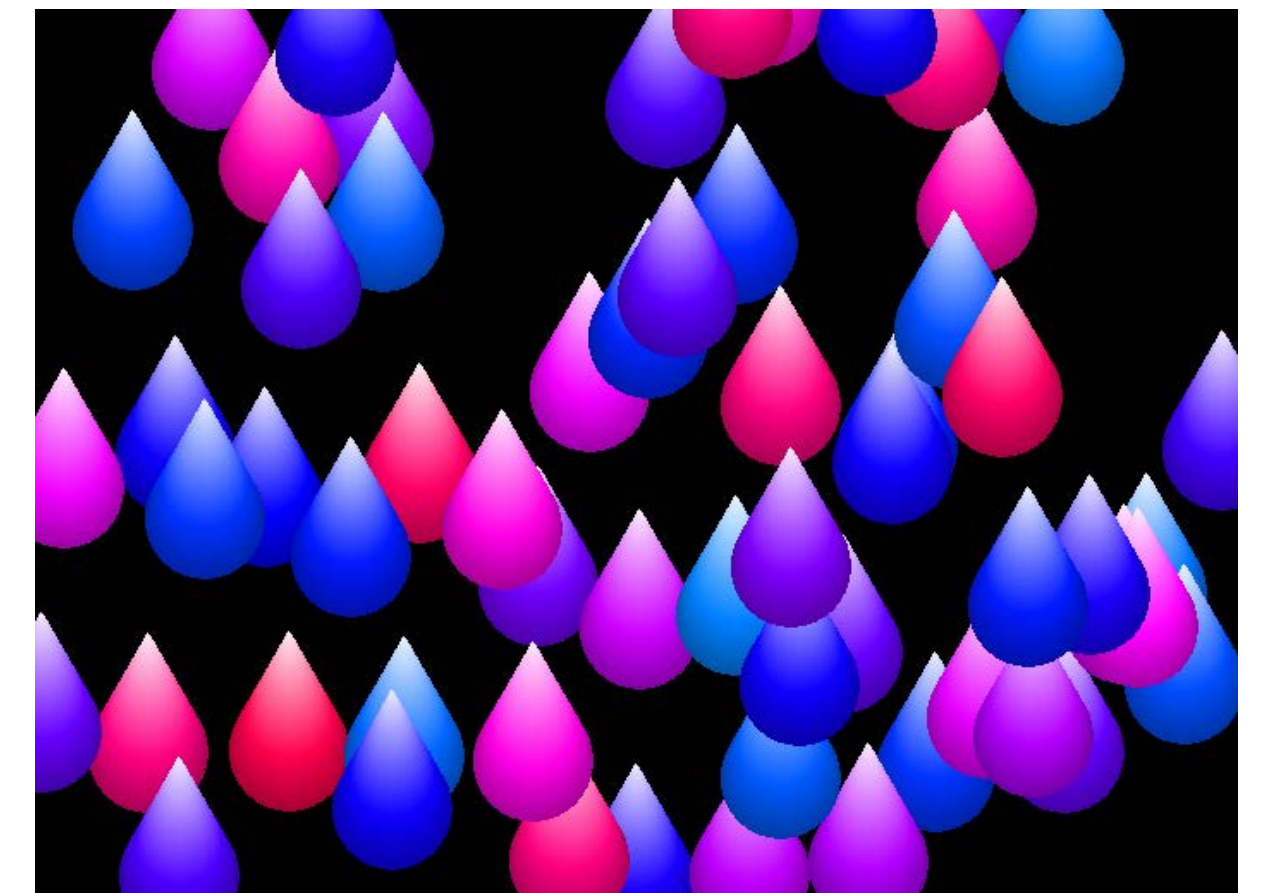




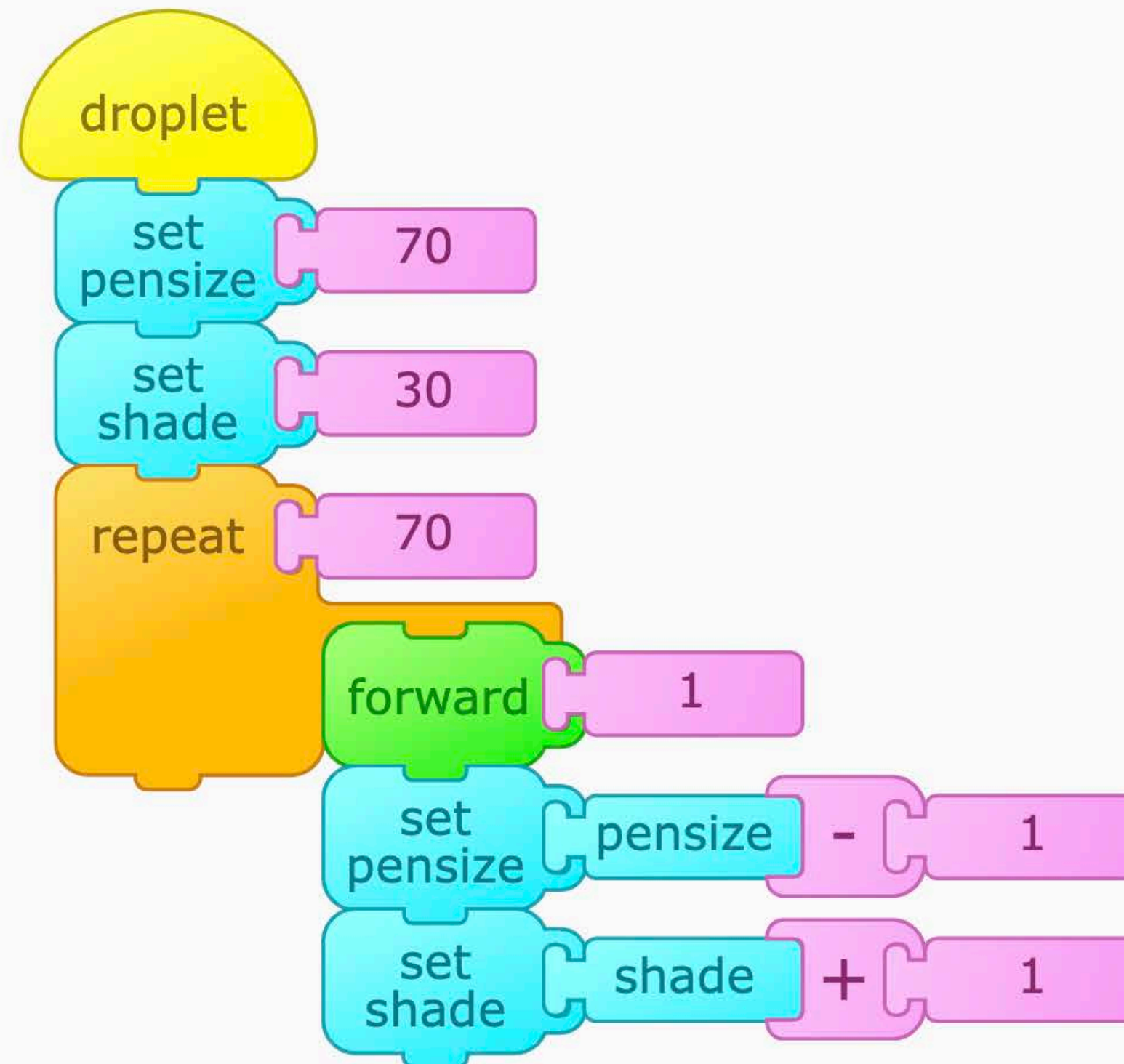
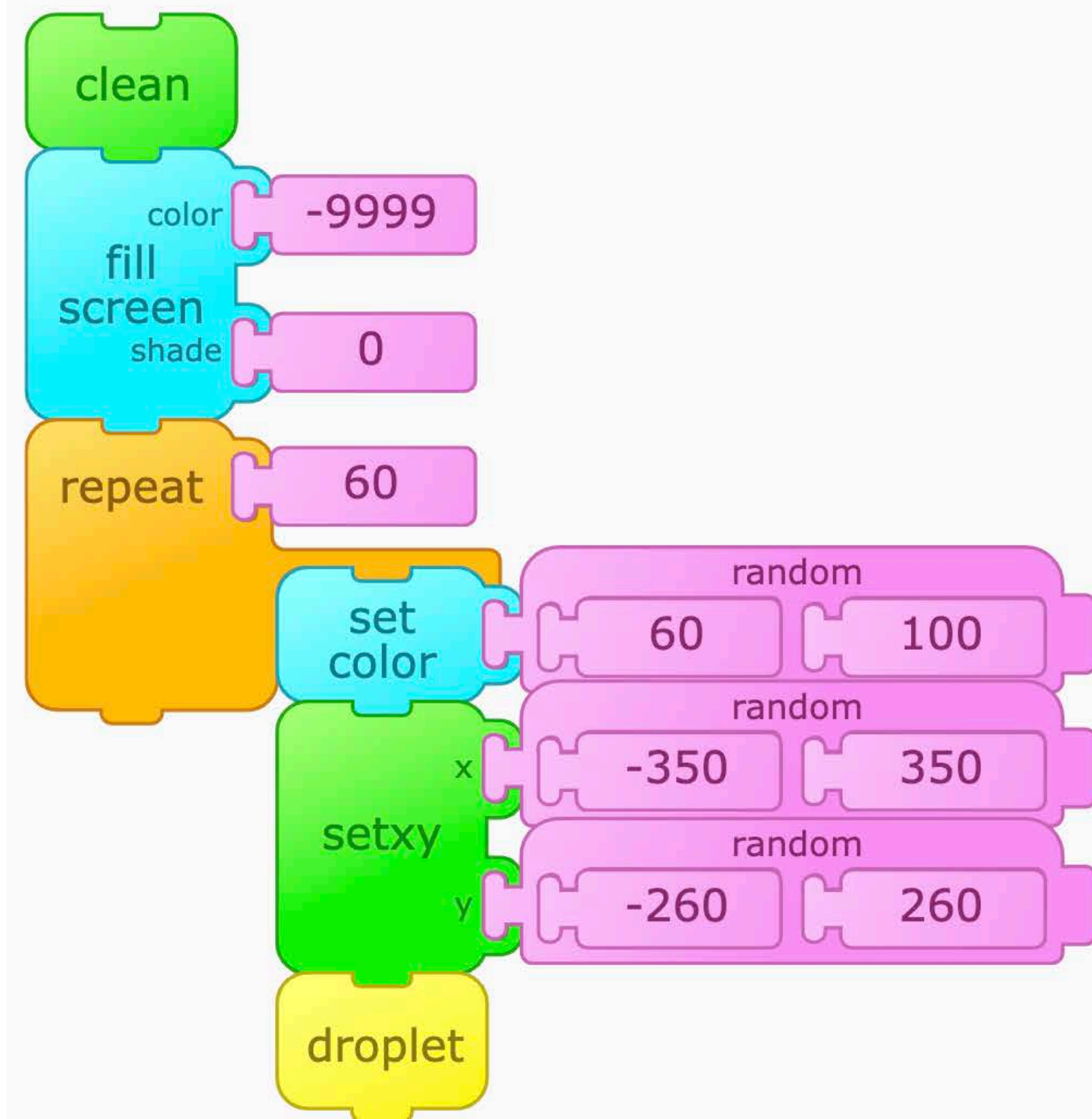
Tiddlywinks

138

Click the set of blocks with `clean` on top to start the program.

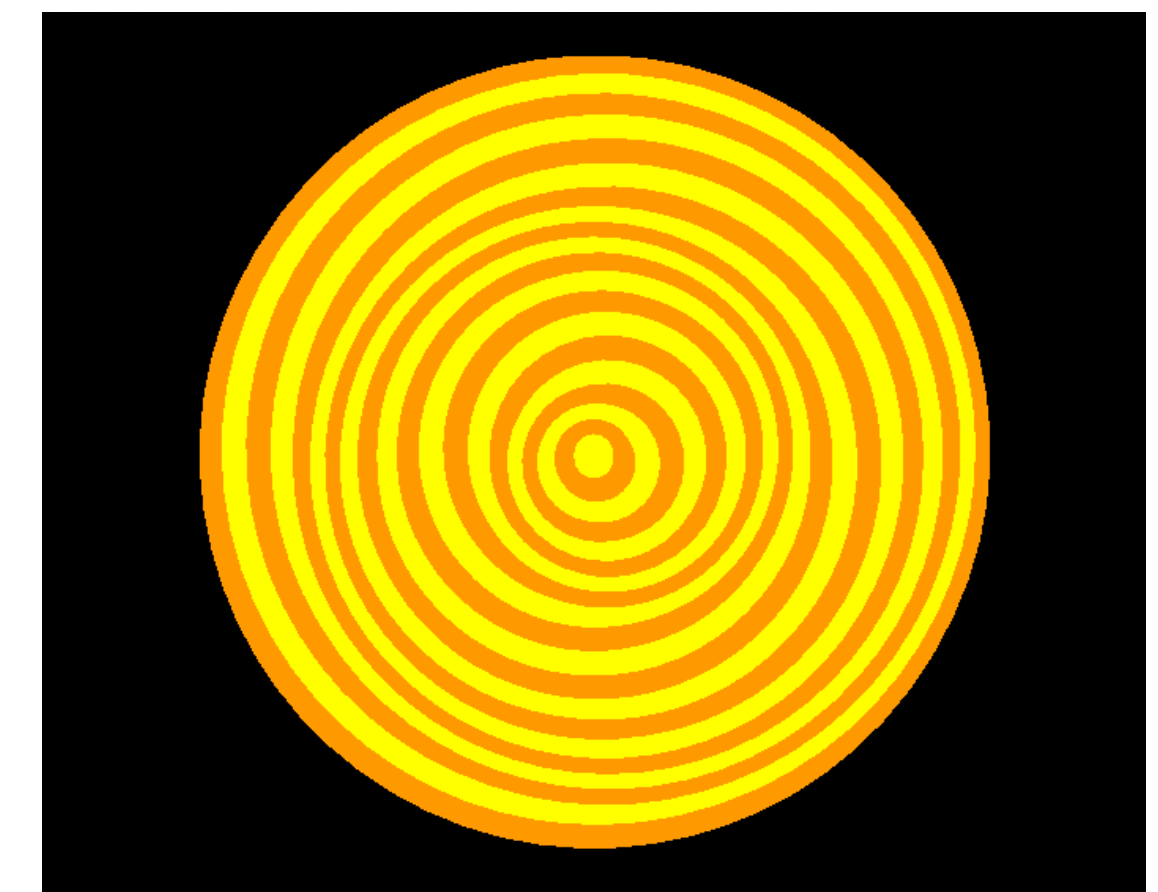
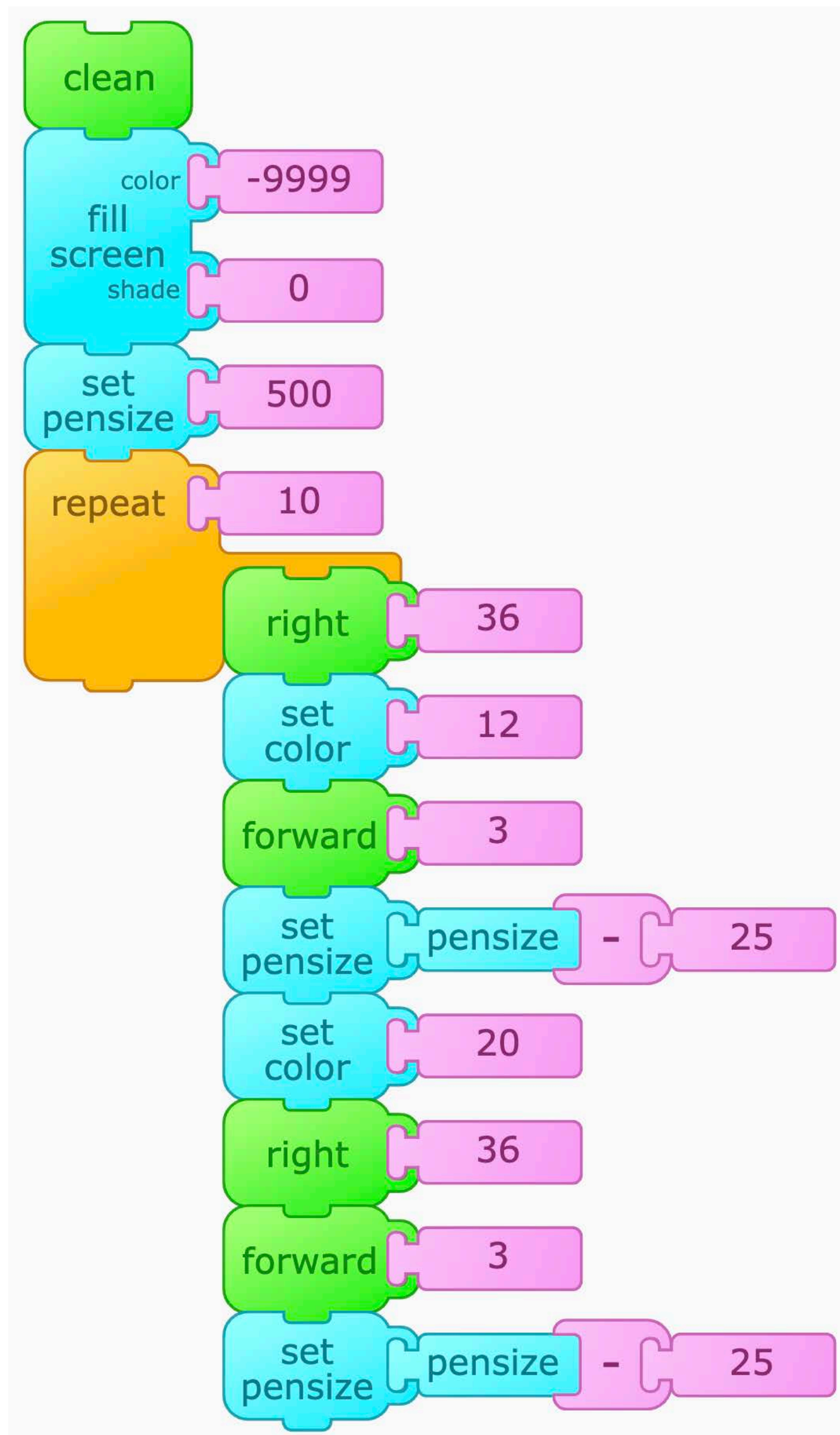


Titanic Rain



139

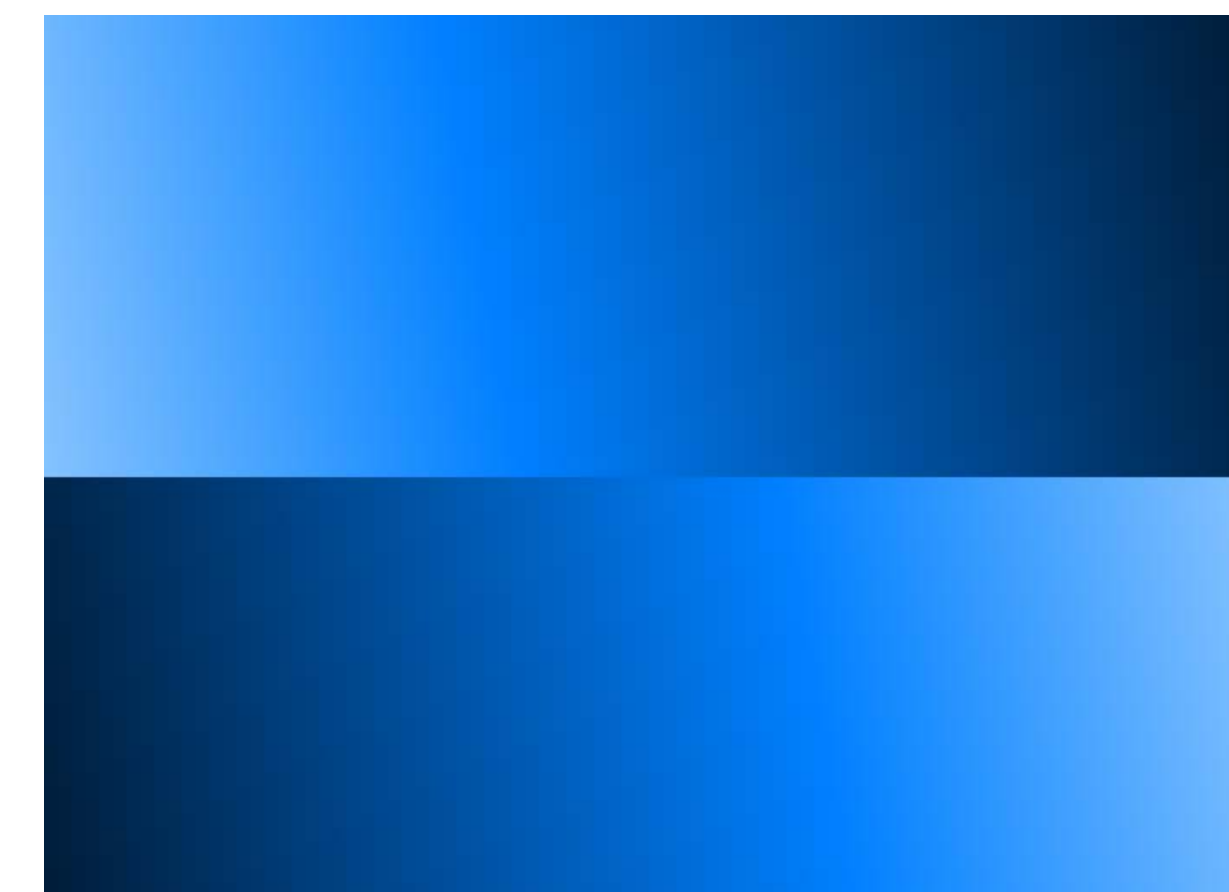
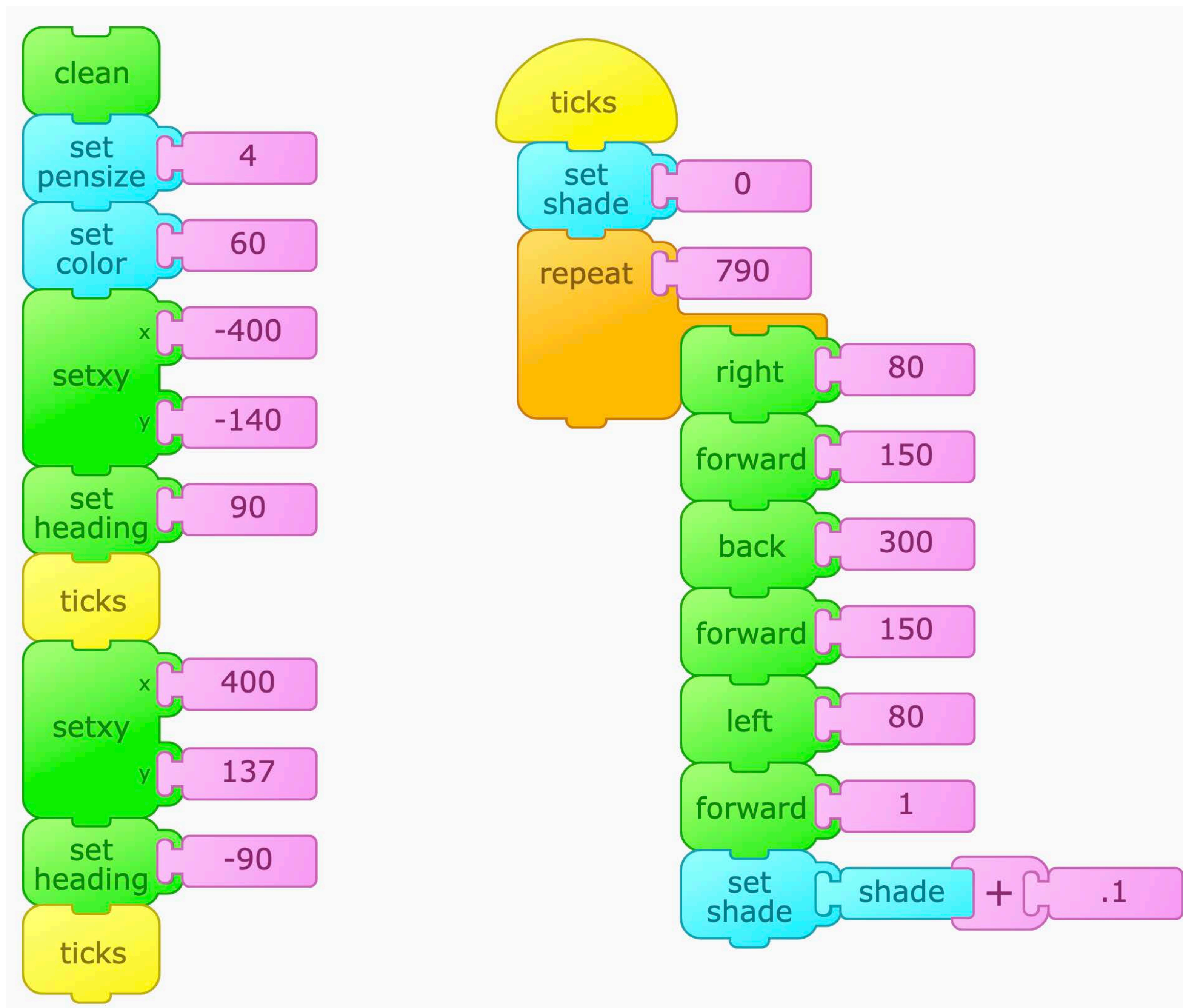
Click the set of blocks with `clean` on top to start the program.



Tousignant

140

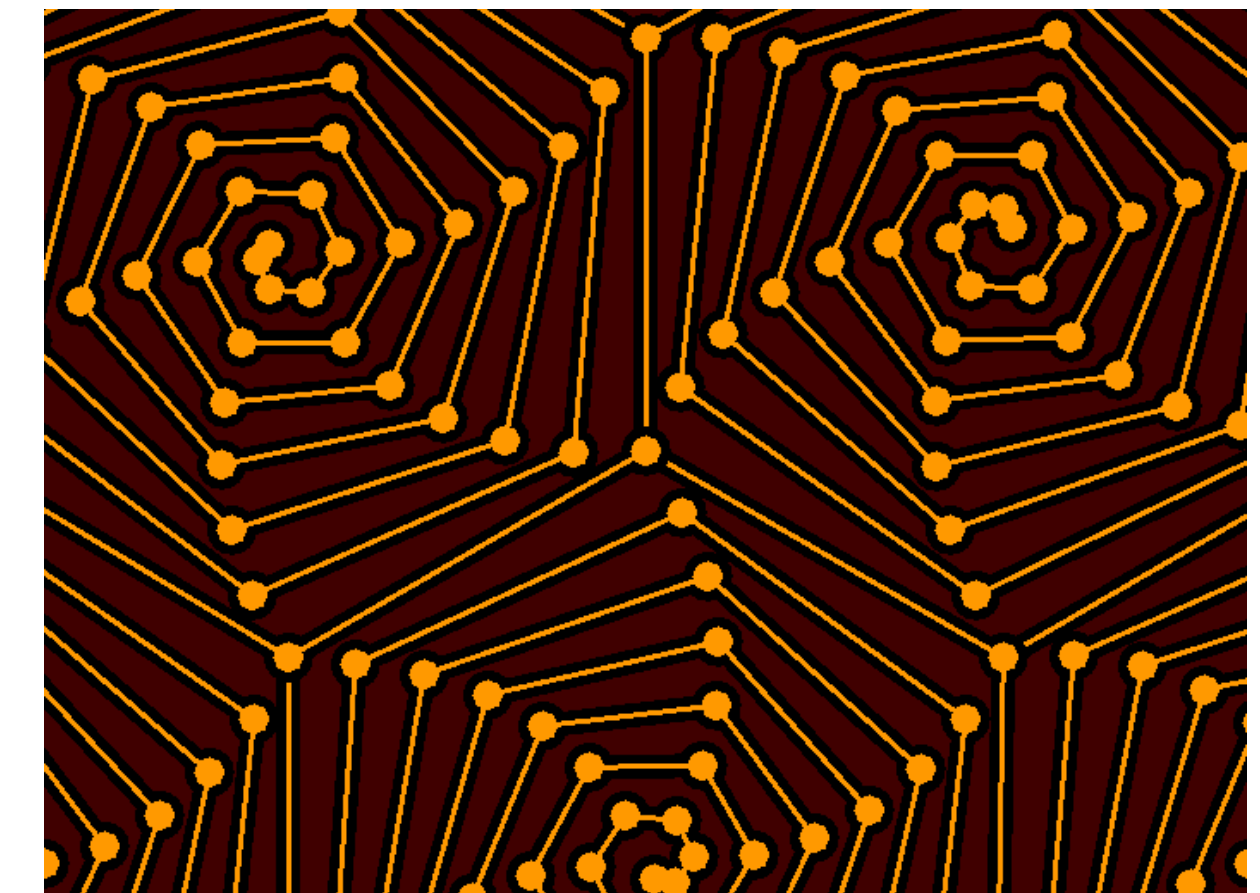
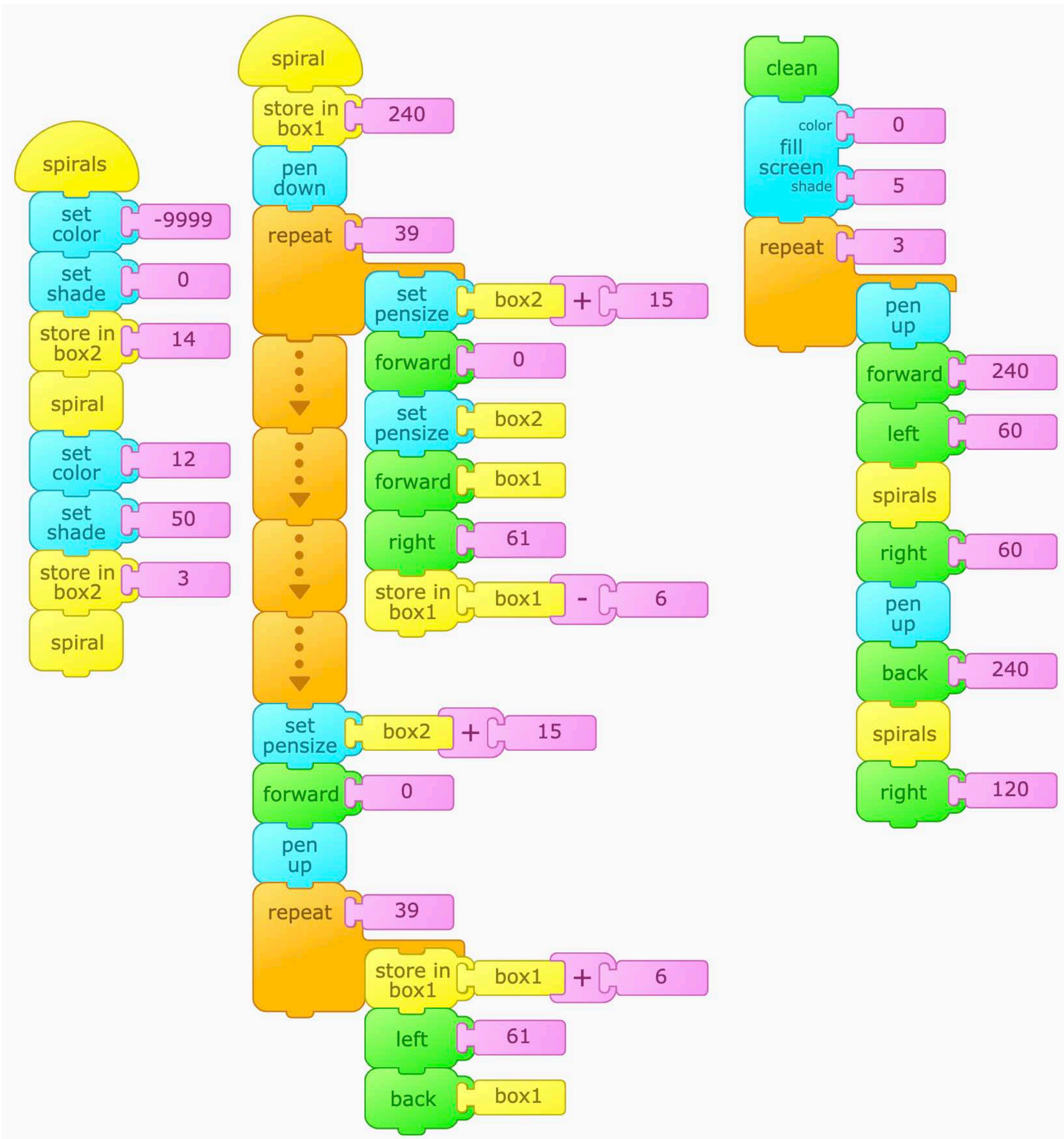
Click the set of blocks with `clean` on top to start the program.



Transcendent

141

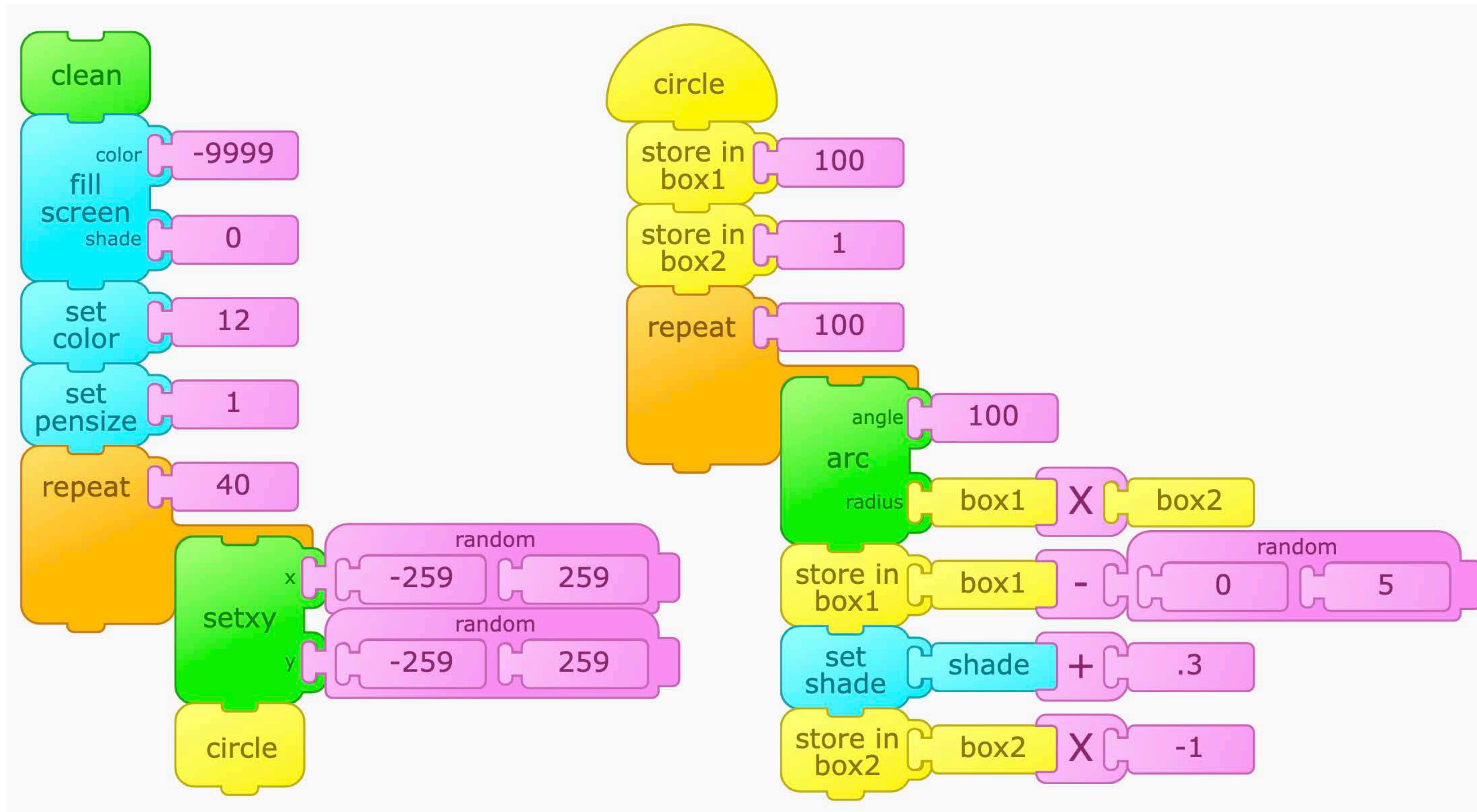
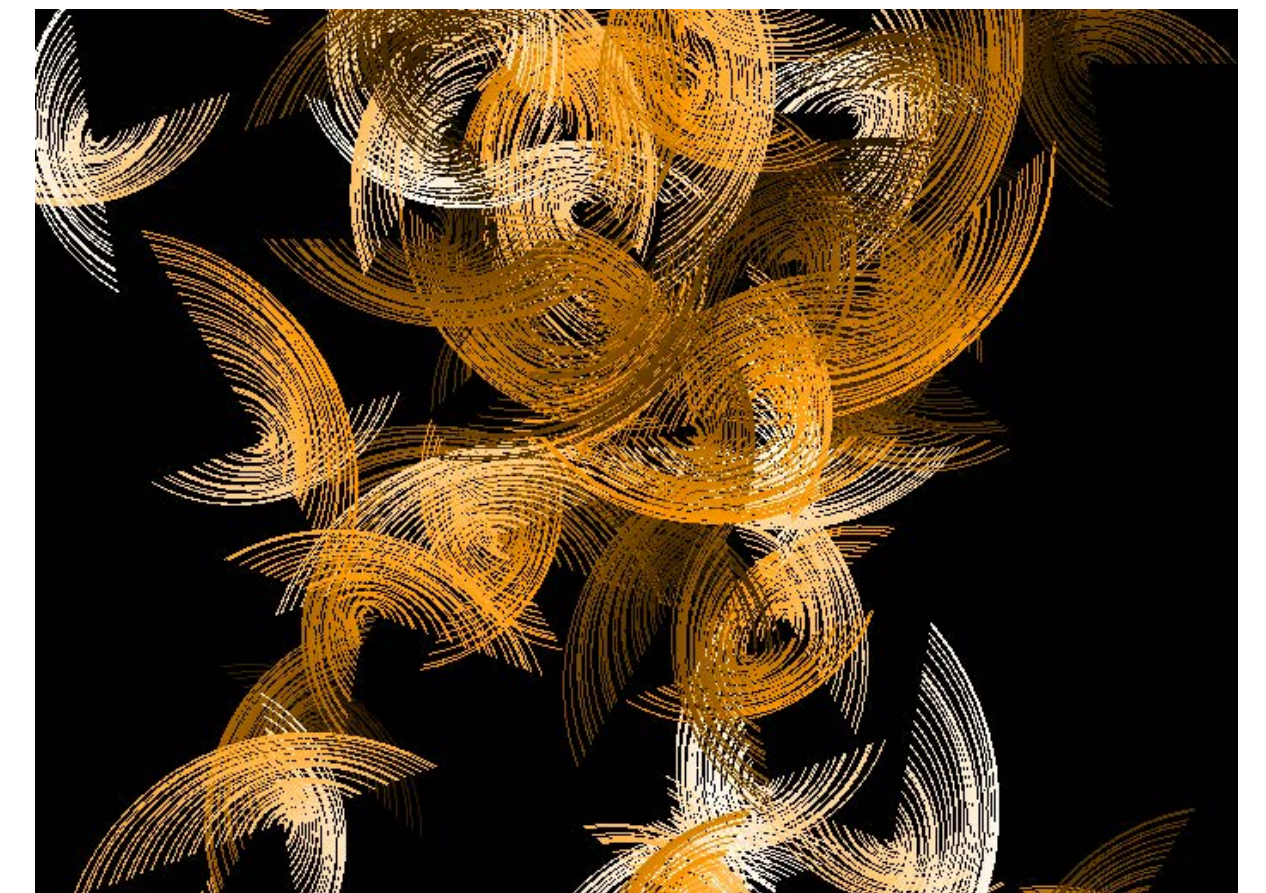
Click the set of blocks with clean on top to start the program.



Triple Helix

142

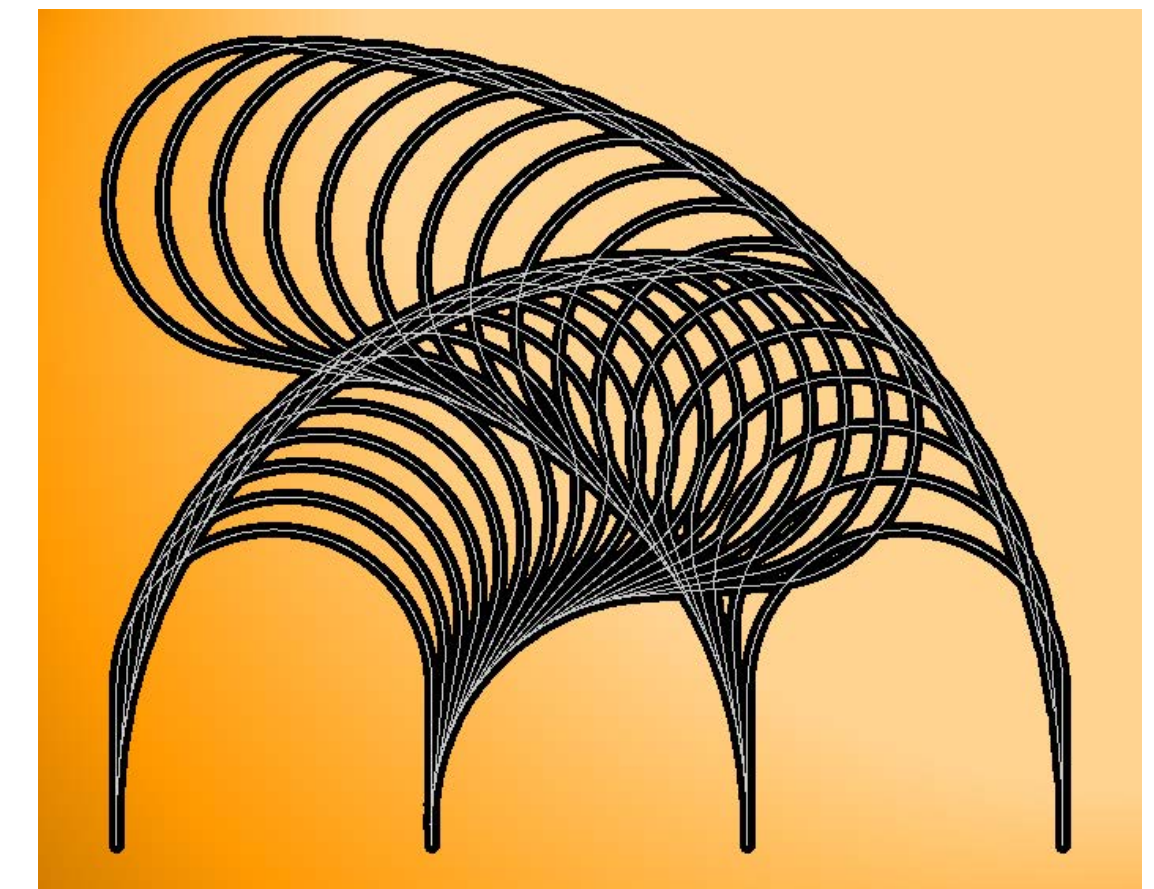
Click the set of blocks with `clean` on top to start the program.



UFO

143

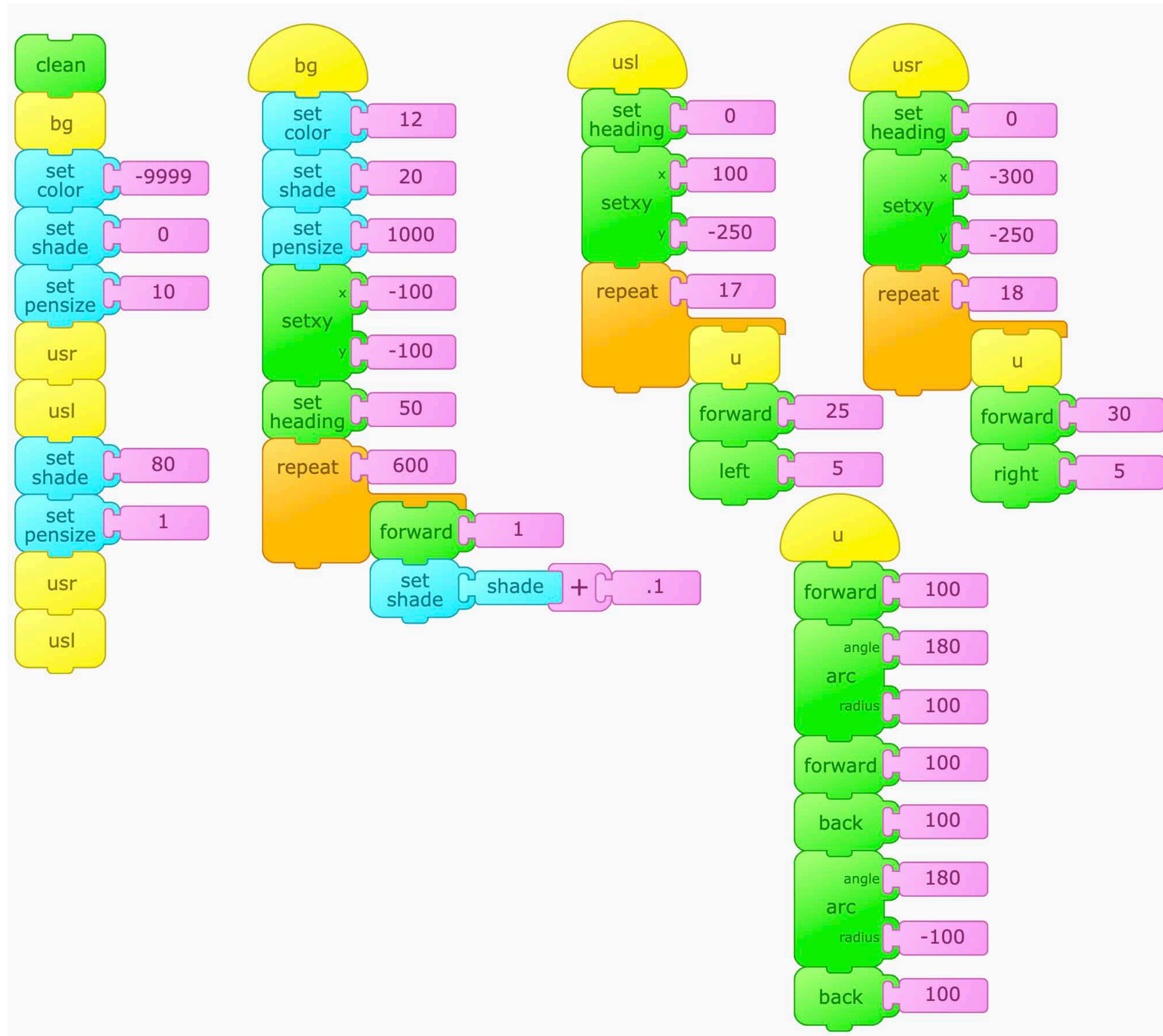
Click the set of blocks with `clean` on top to start the program.

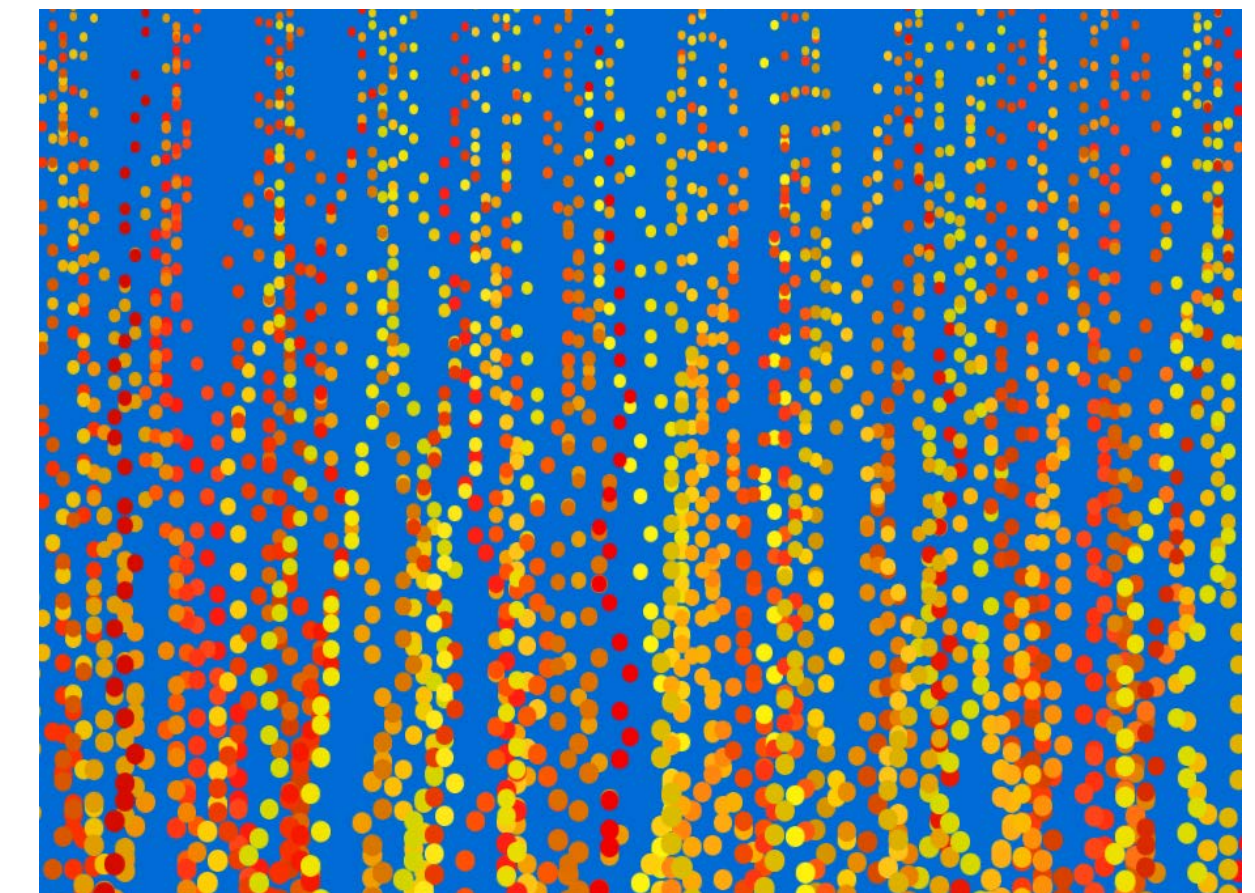
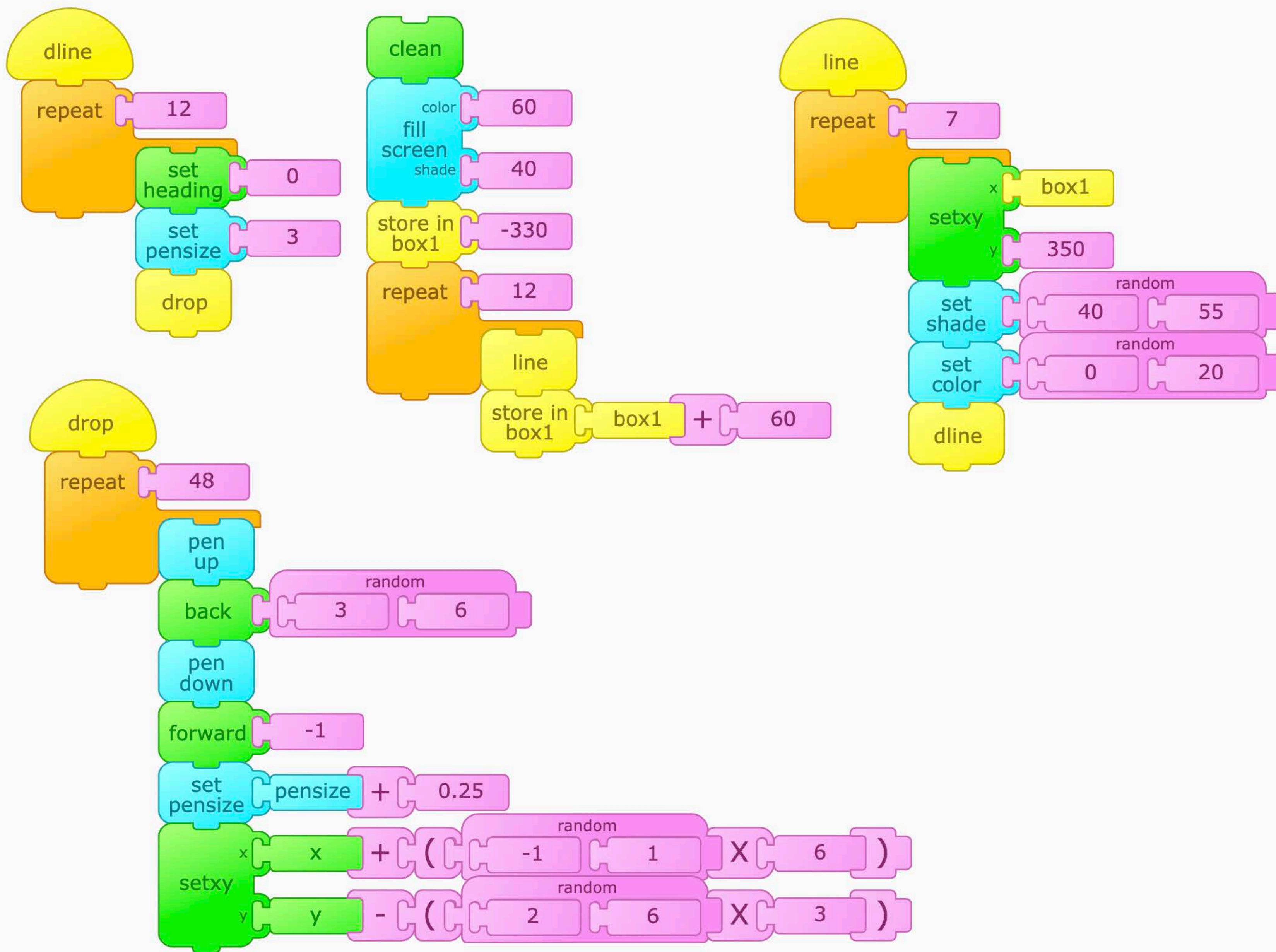


Umbral

144

Click the set of blocks with clean on top to start the program.

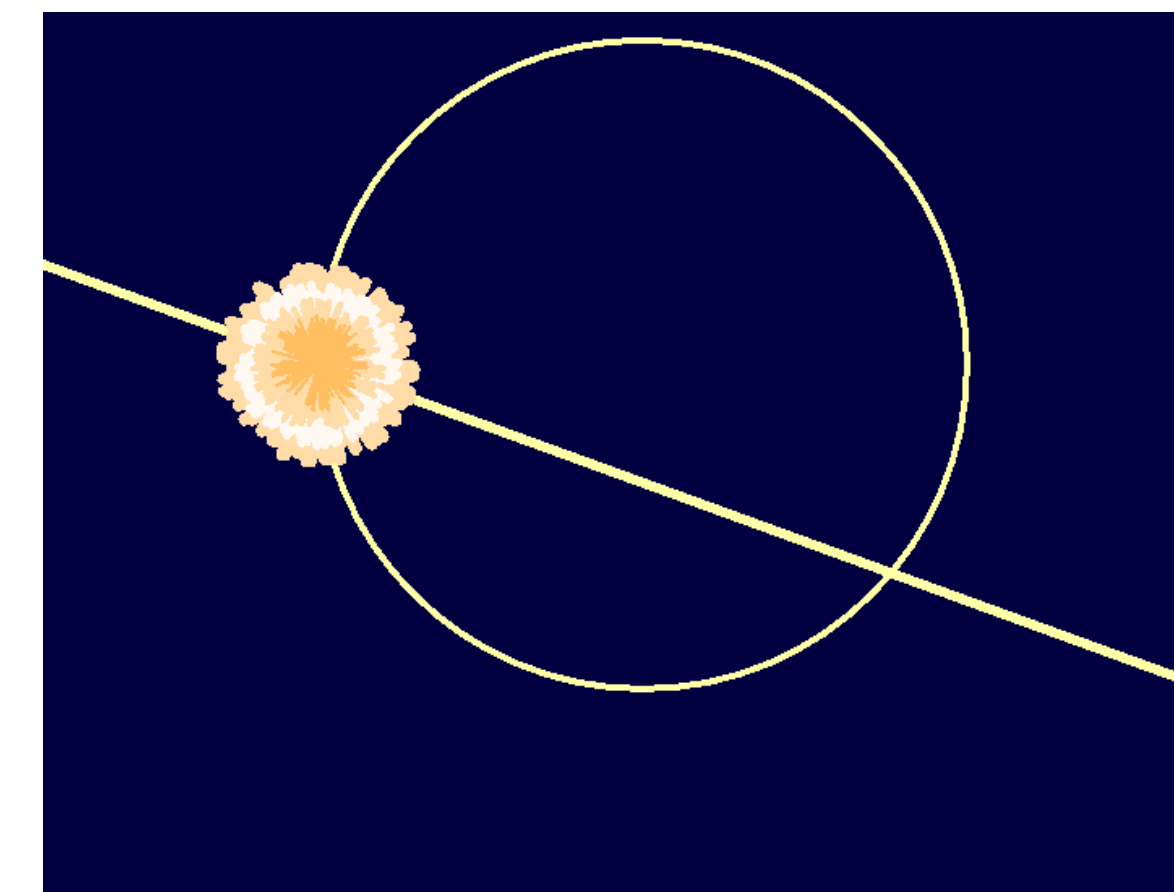
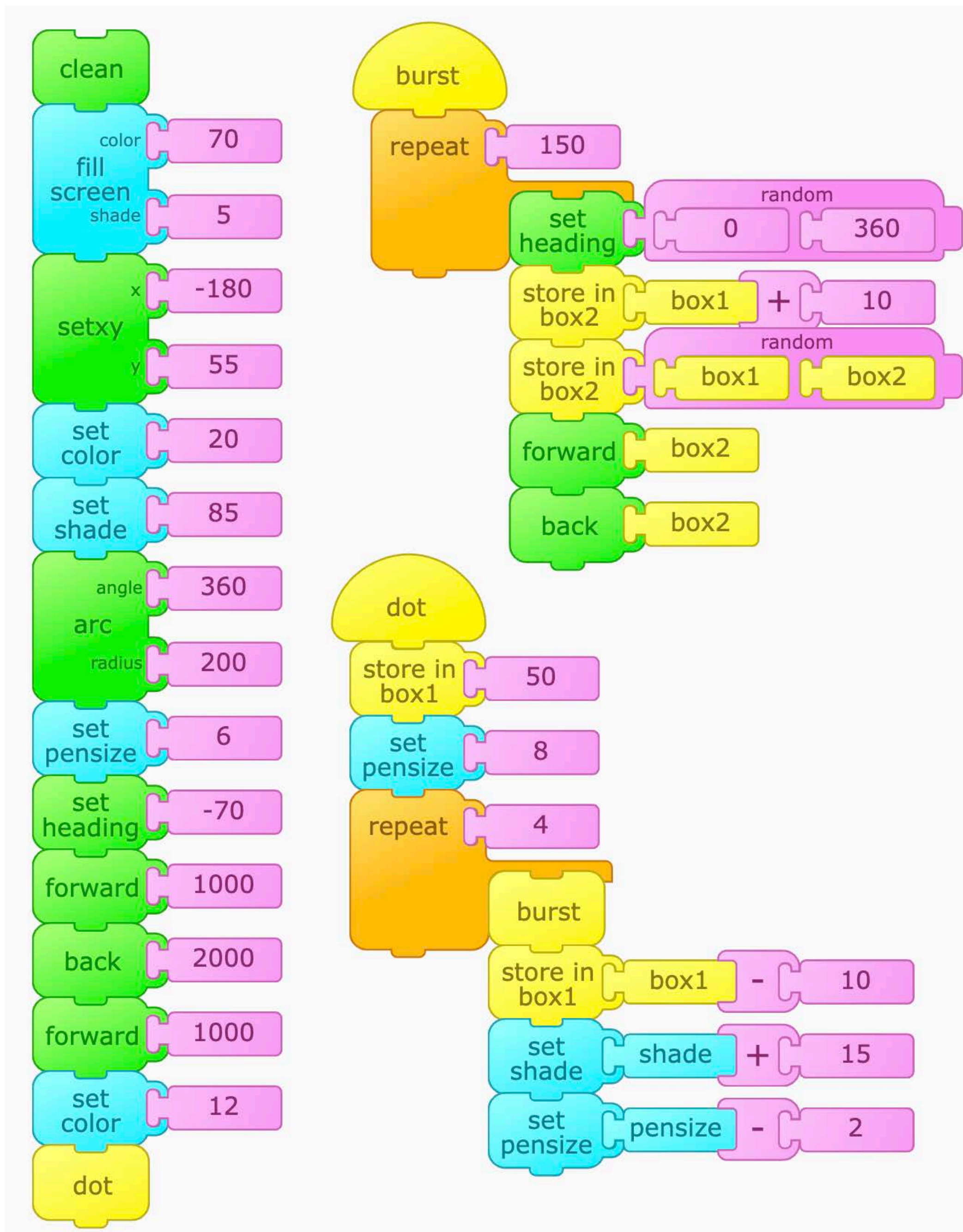




Under the Sea

145

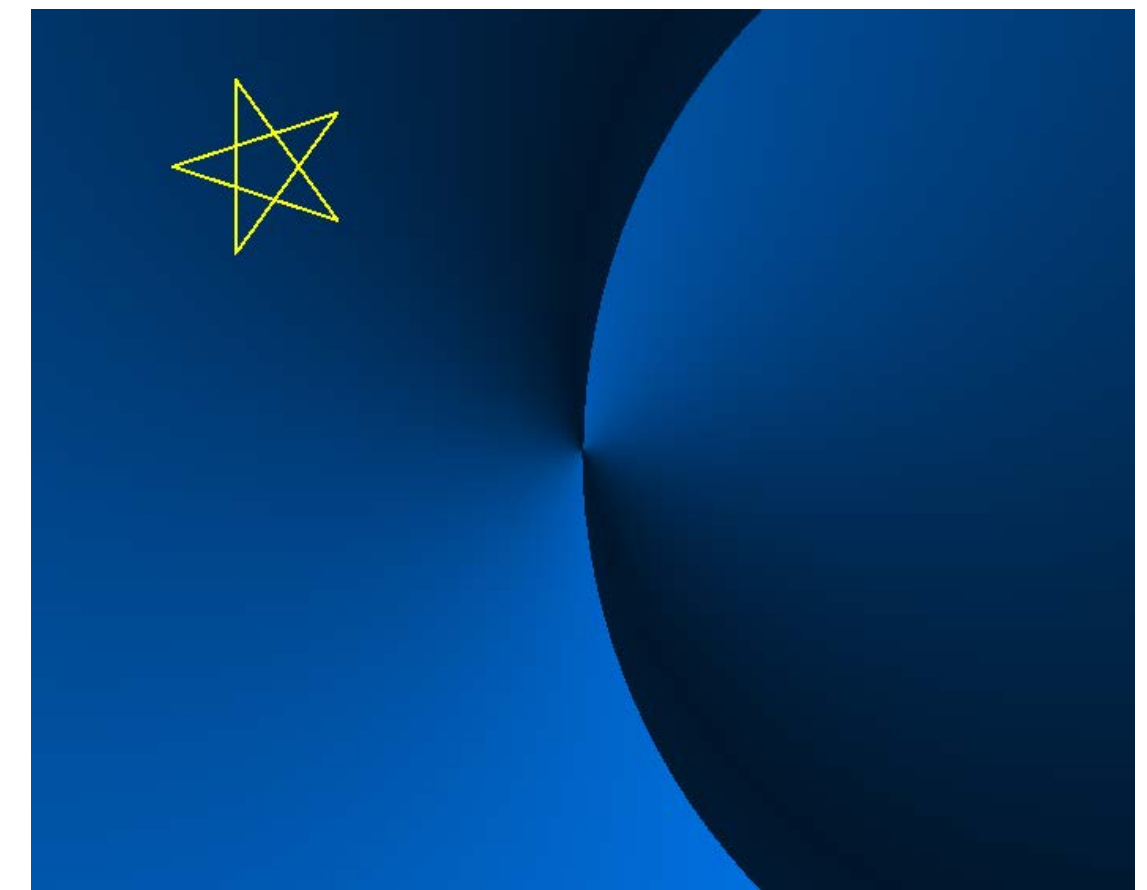
Click the set of blocks with clean on top to start the program.



Unpredictable

146

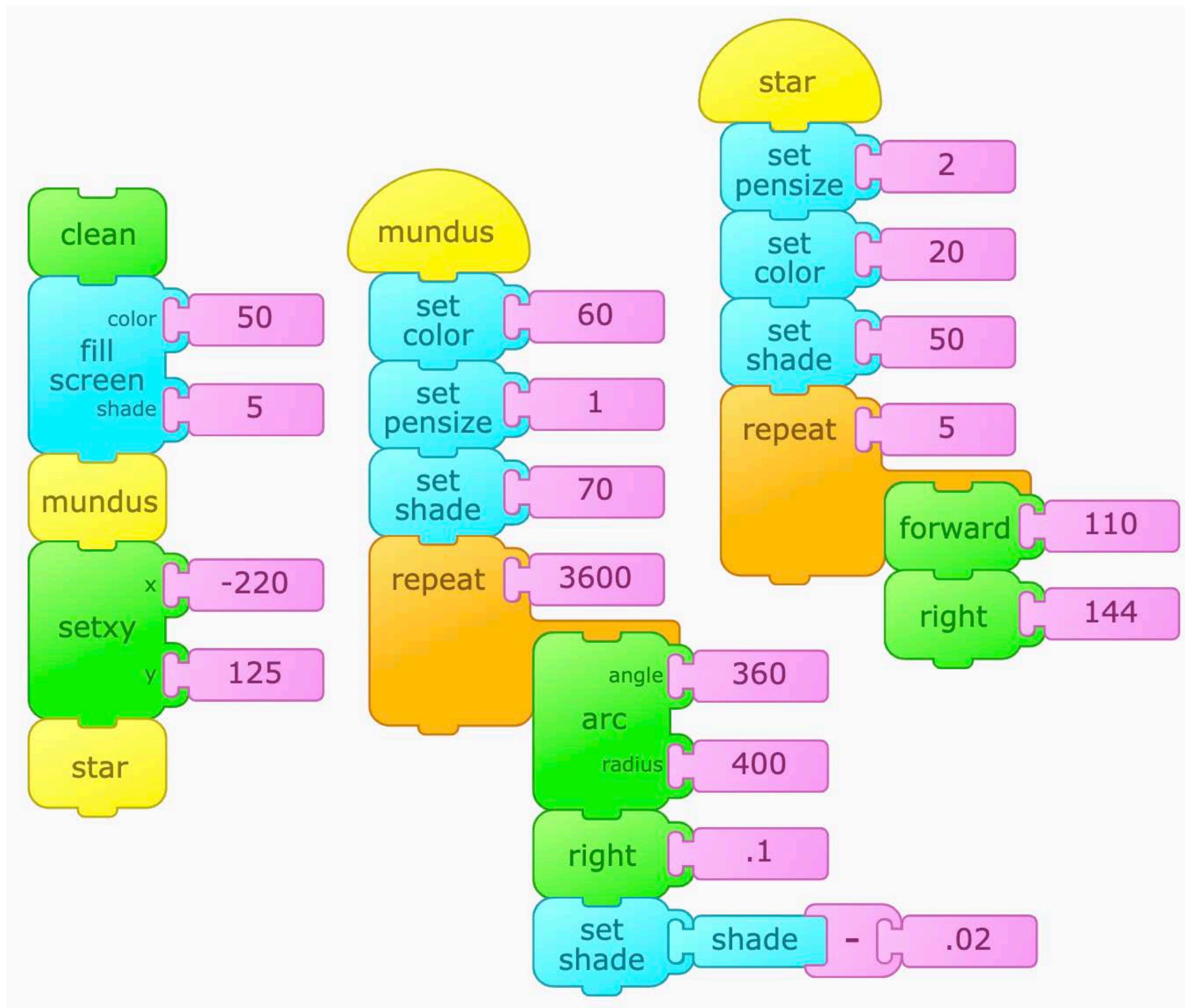
Click the set of blocks with `clean` on top to start the program.

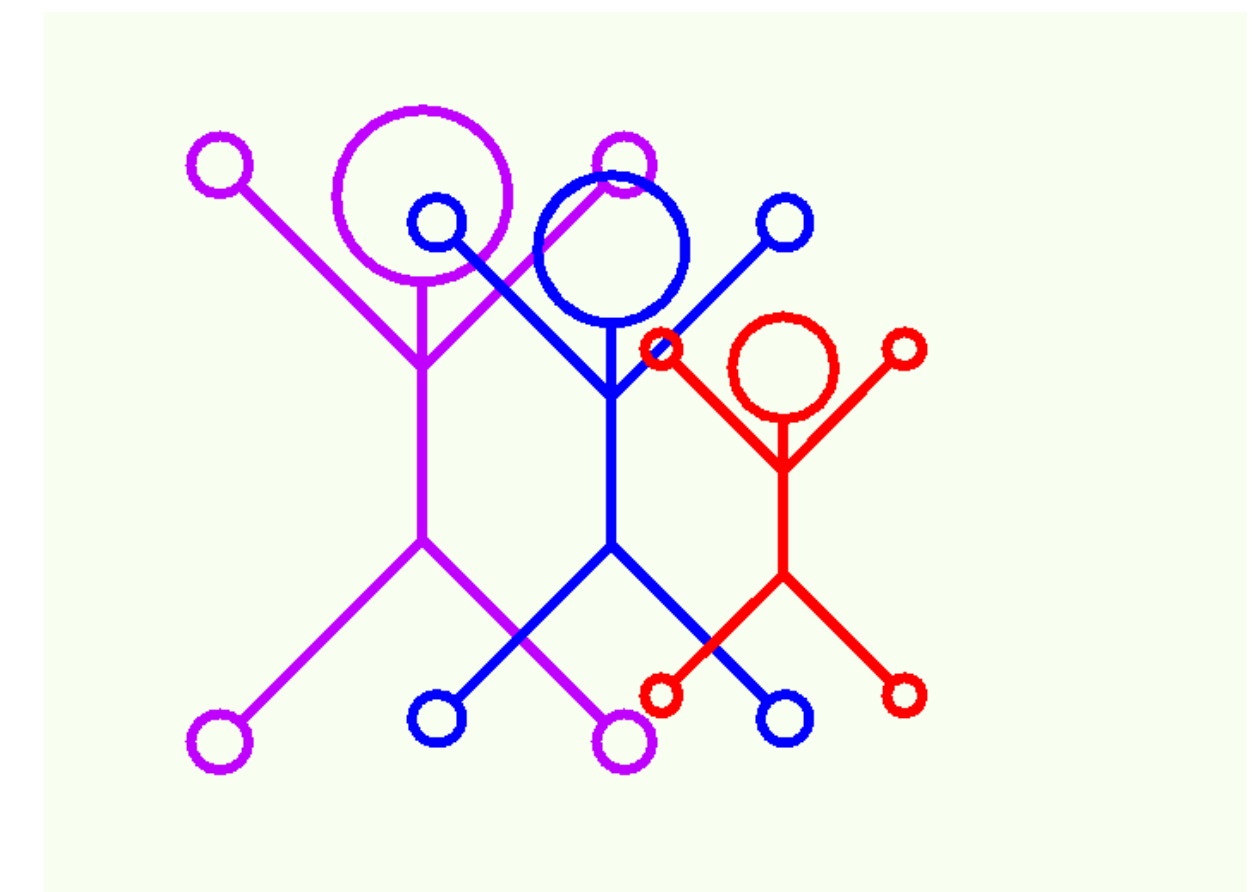
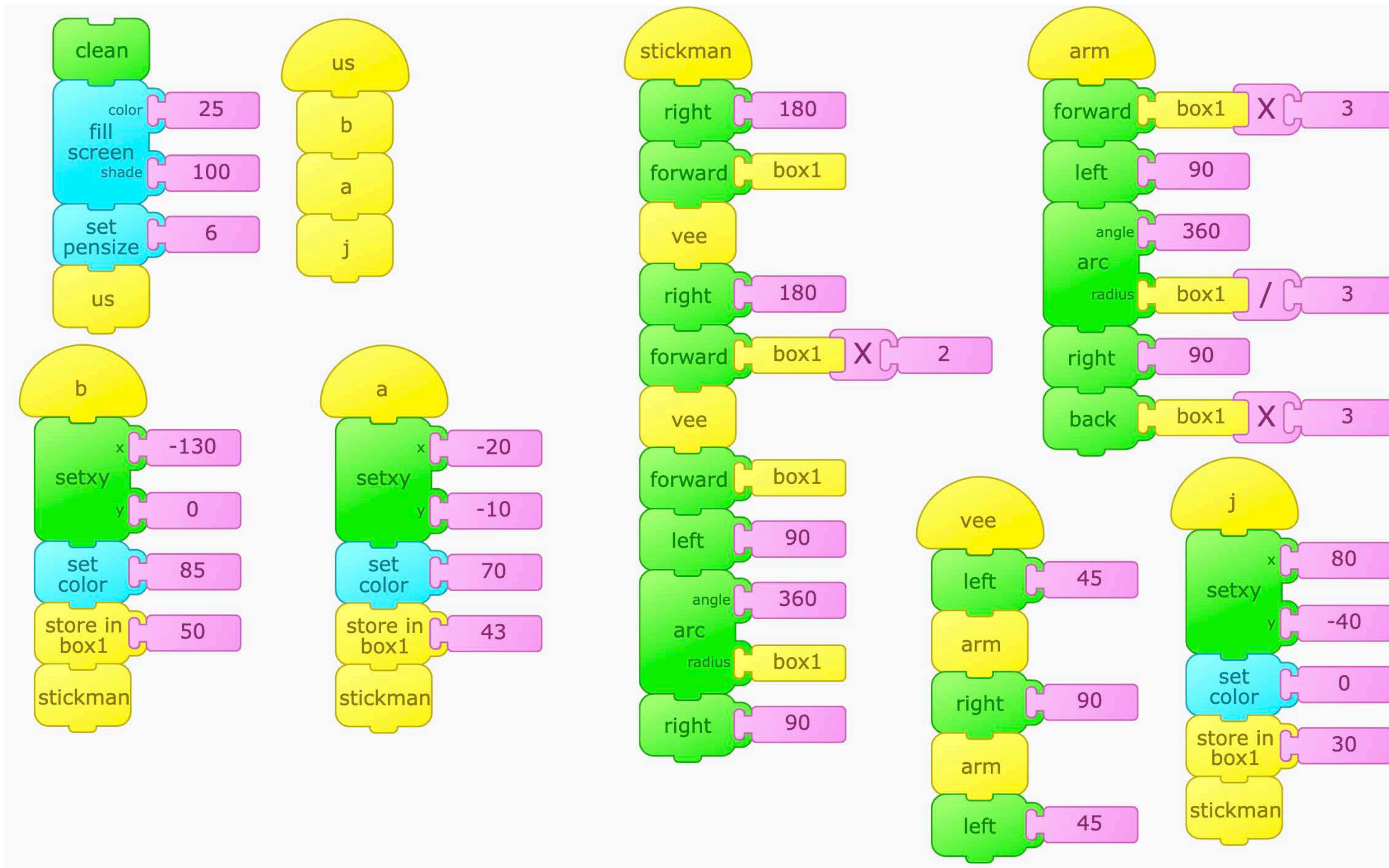


Unusmundus

147

Click the set of blocks with `clean` on top to start the program.

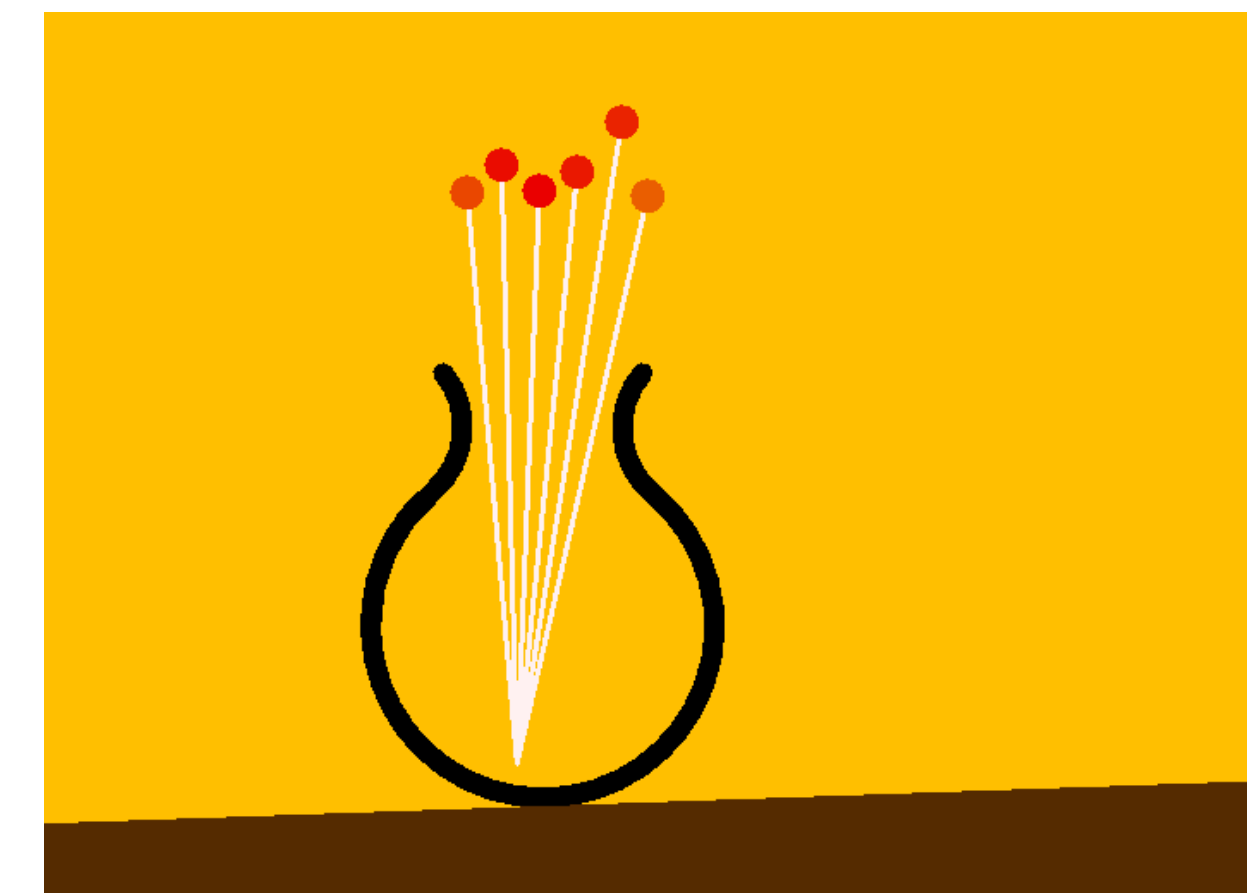
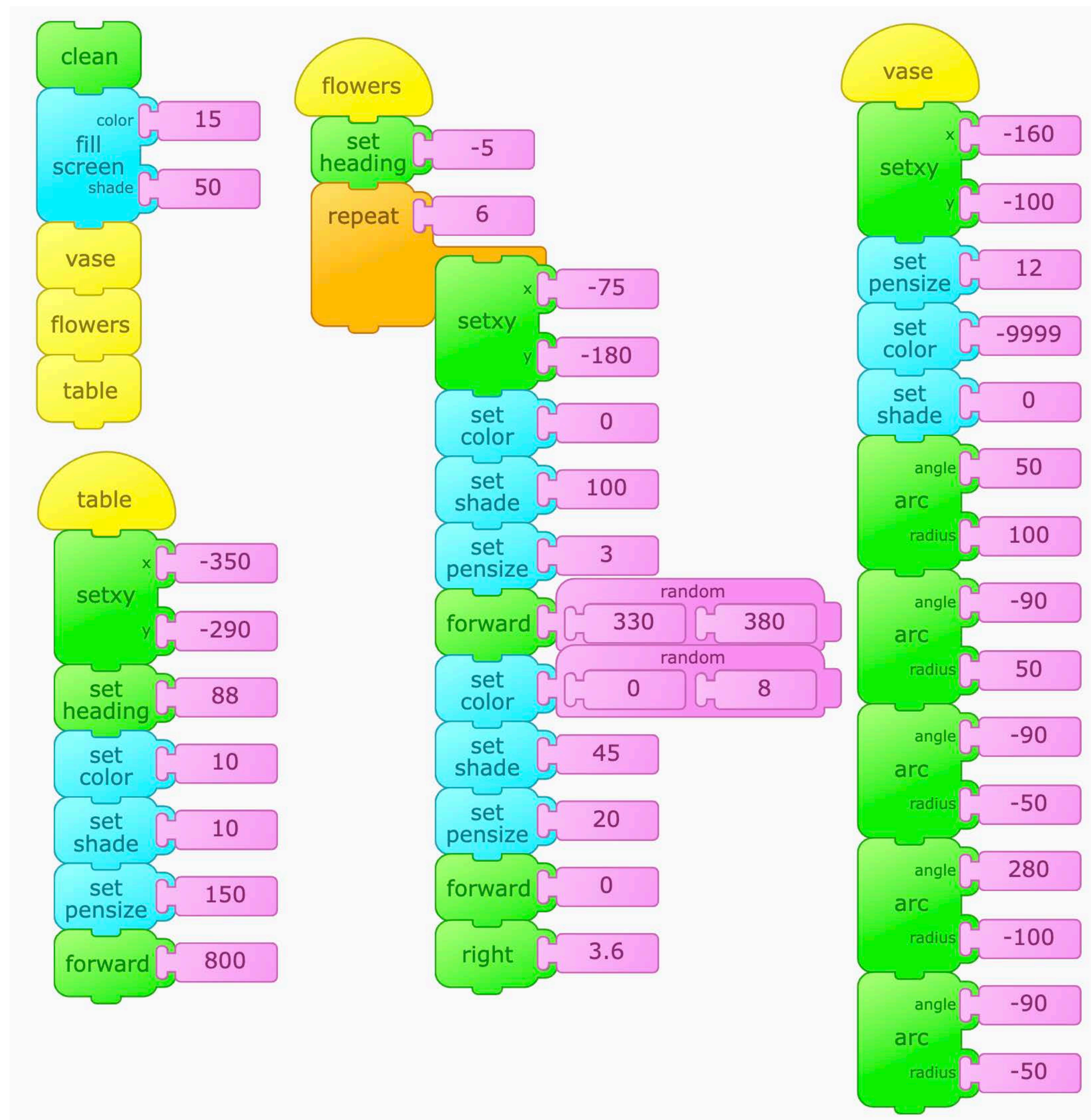




Us

148

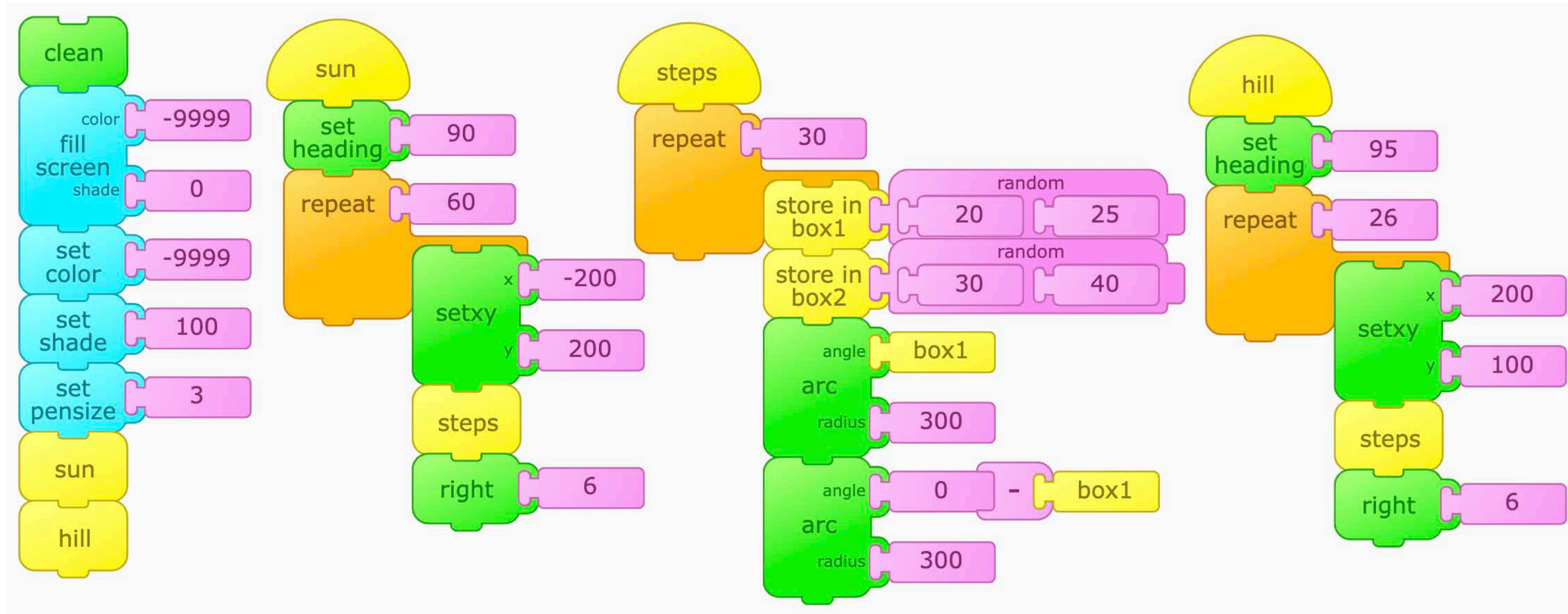
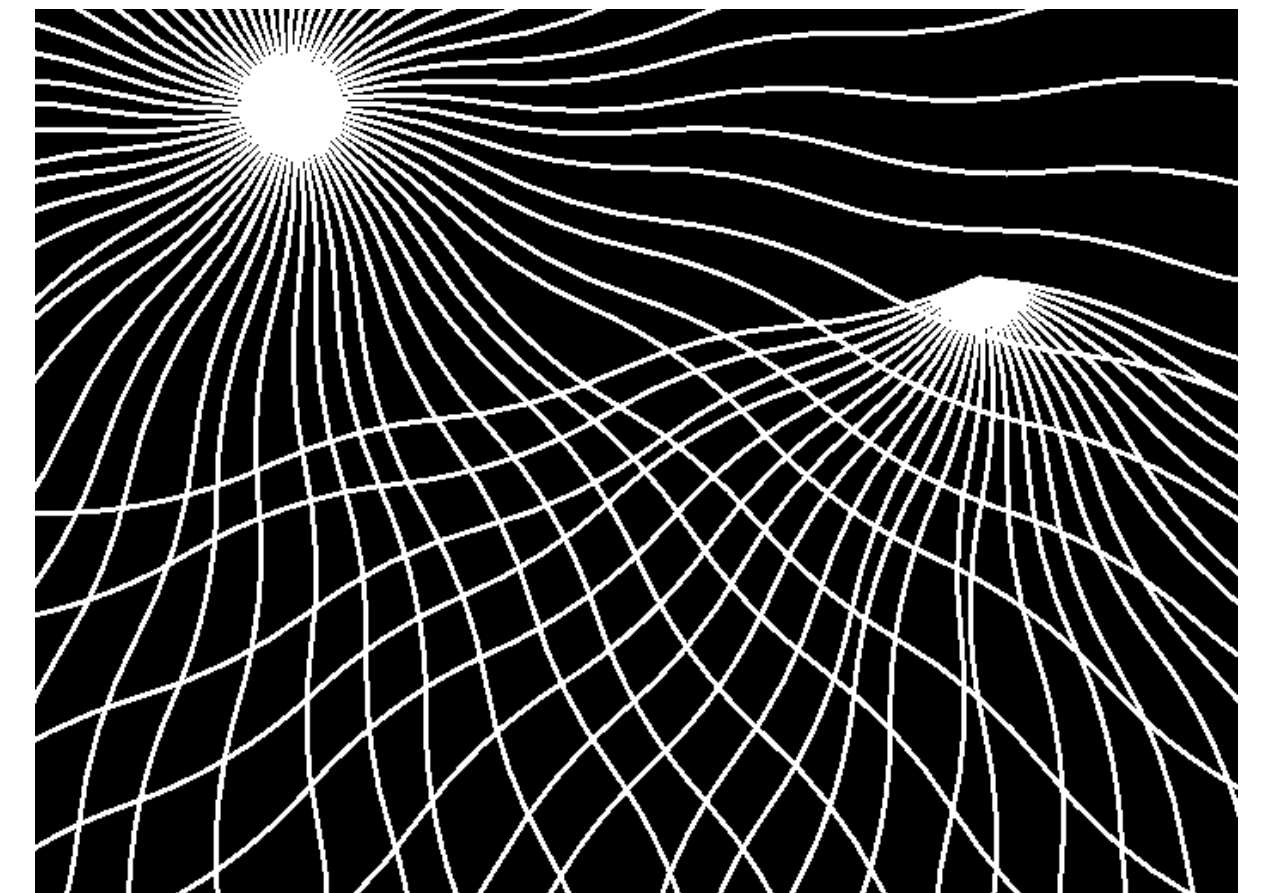
Click the set of blocks with clean on top to start the program.



Vase

149

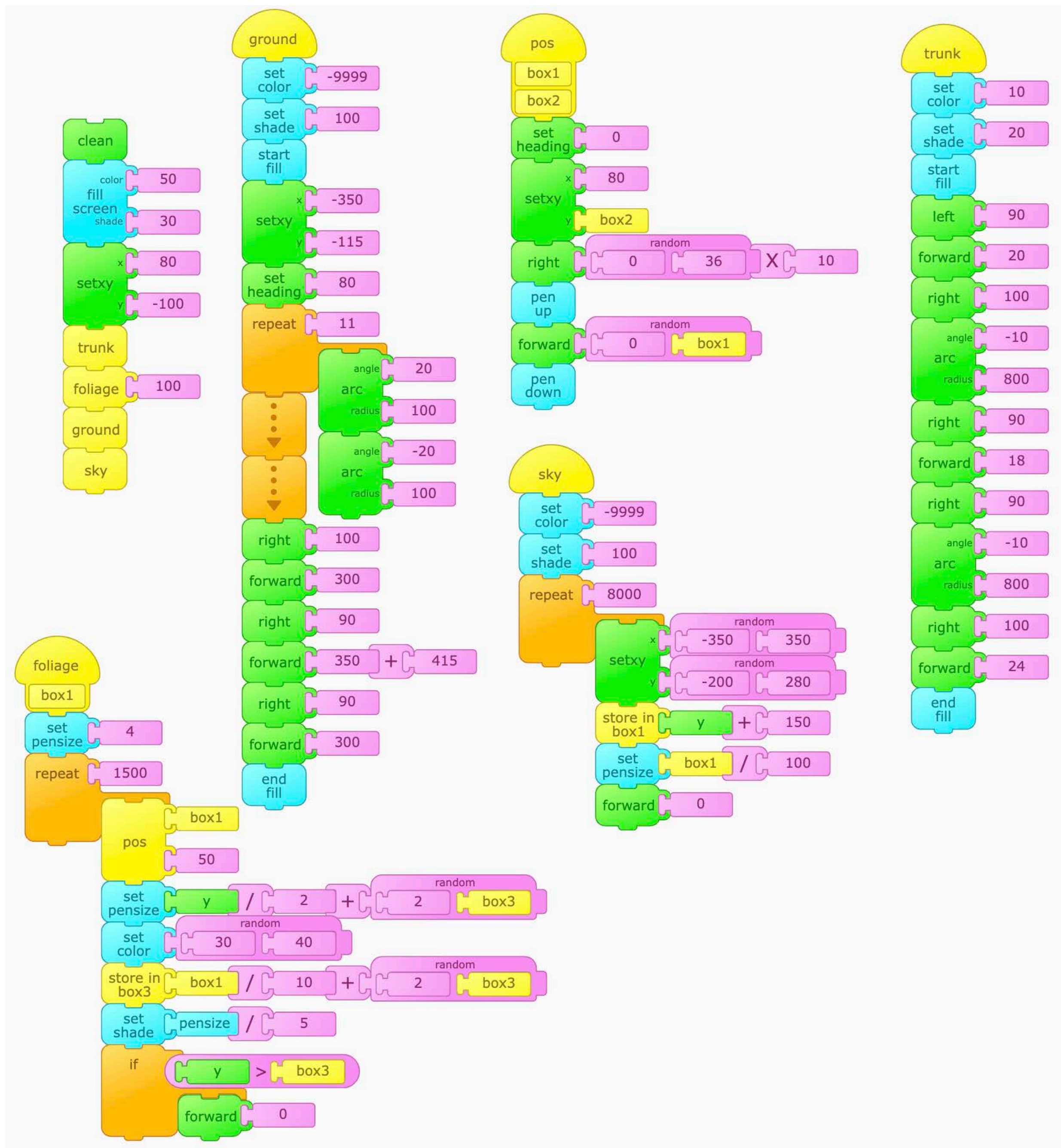
Click the set of blocks with clean on top to start the program.



Waves

150

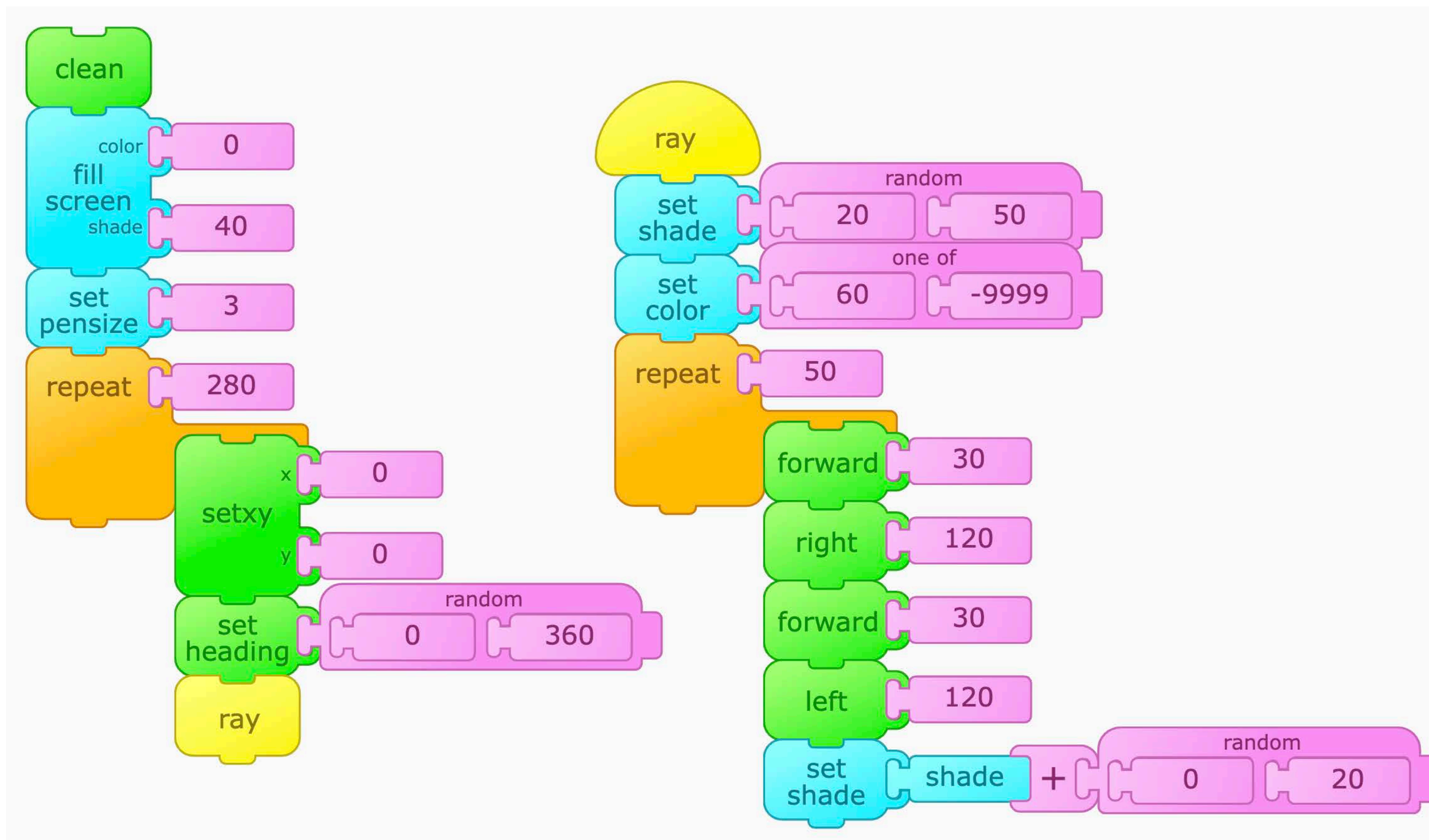
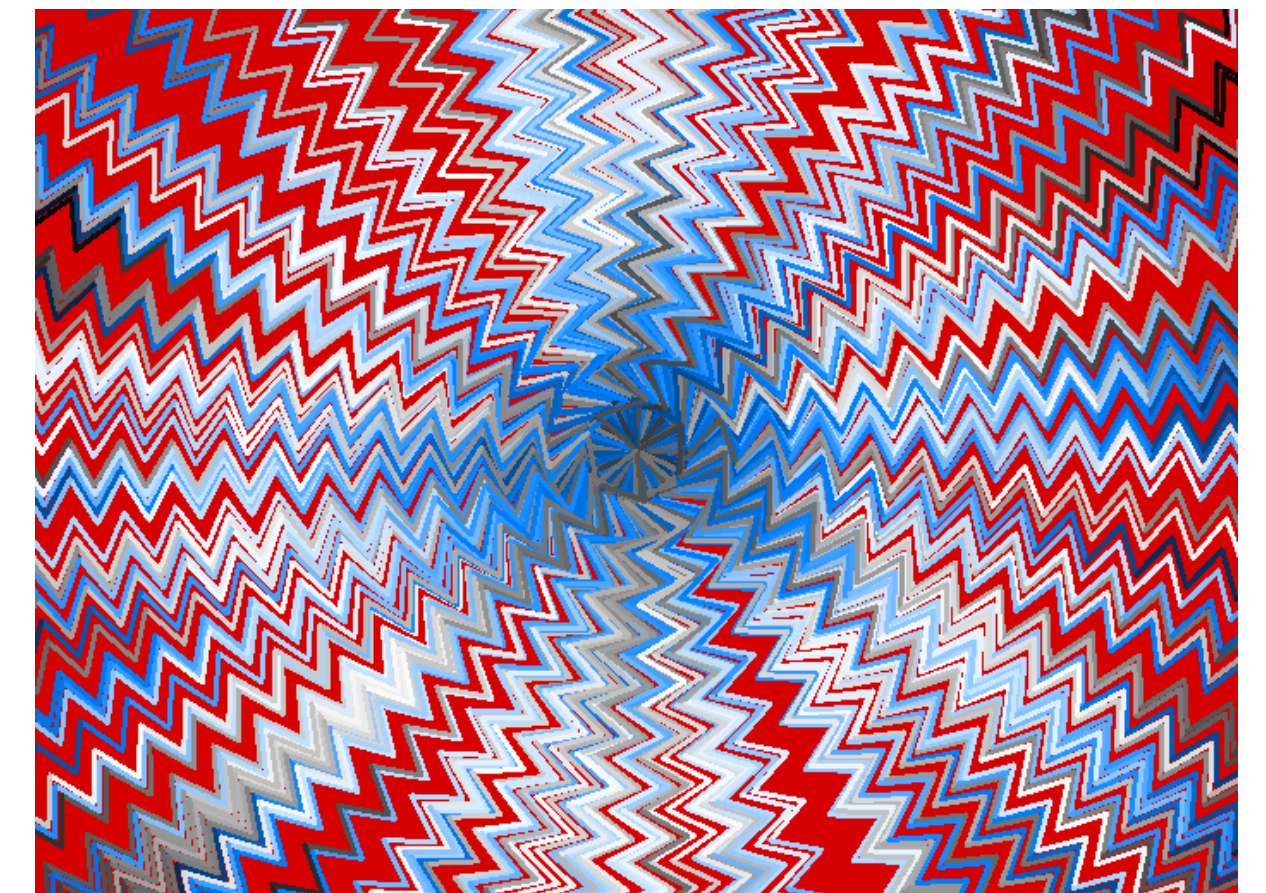
Click the set of blocks with `clean` on top to start the program.



Winter

151

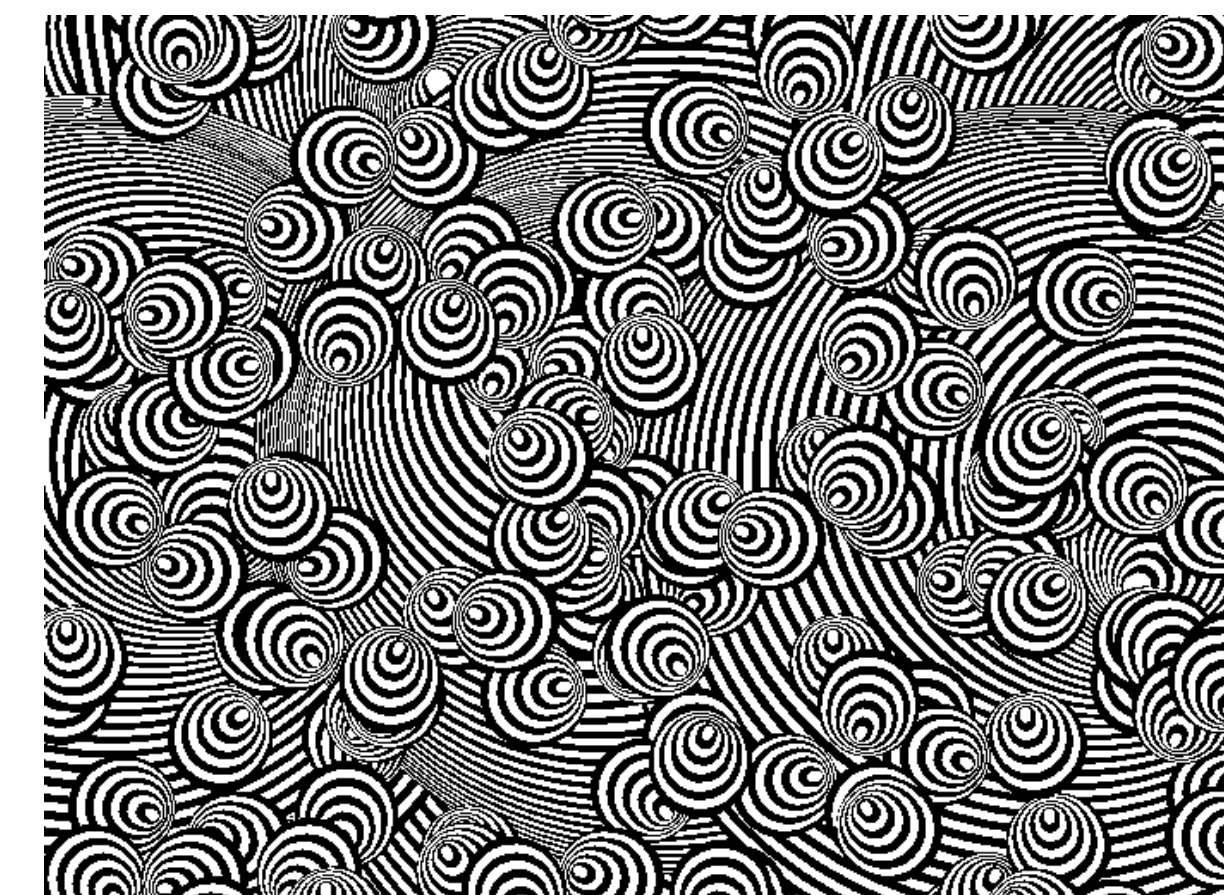
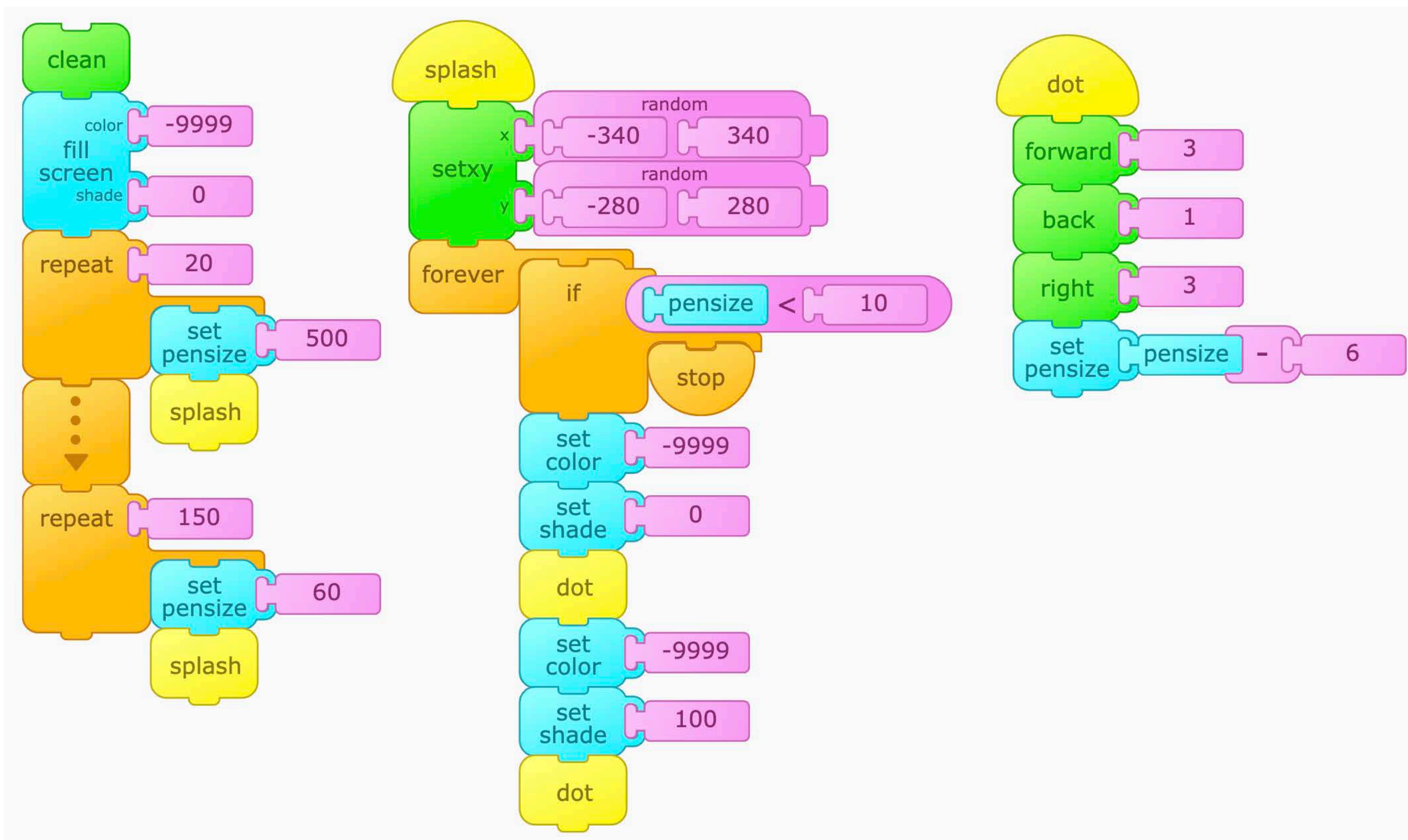
Click the set of blocks with clean on top to start the program.



Zags

152

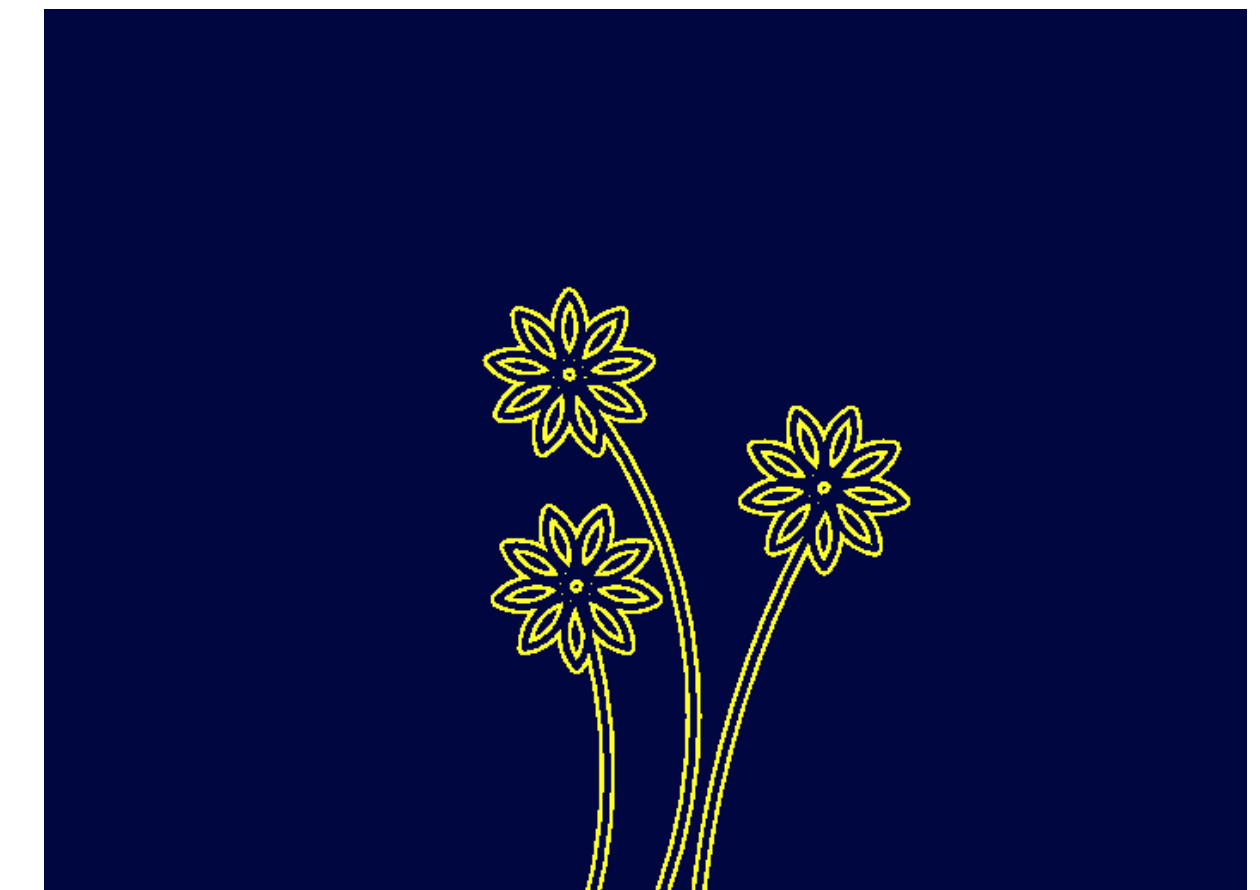
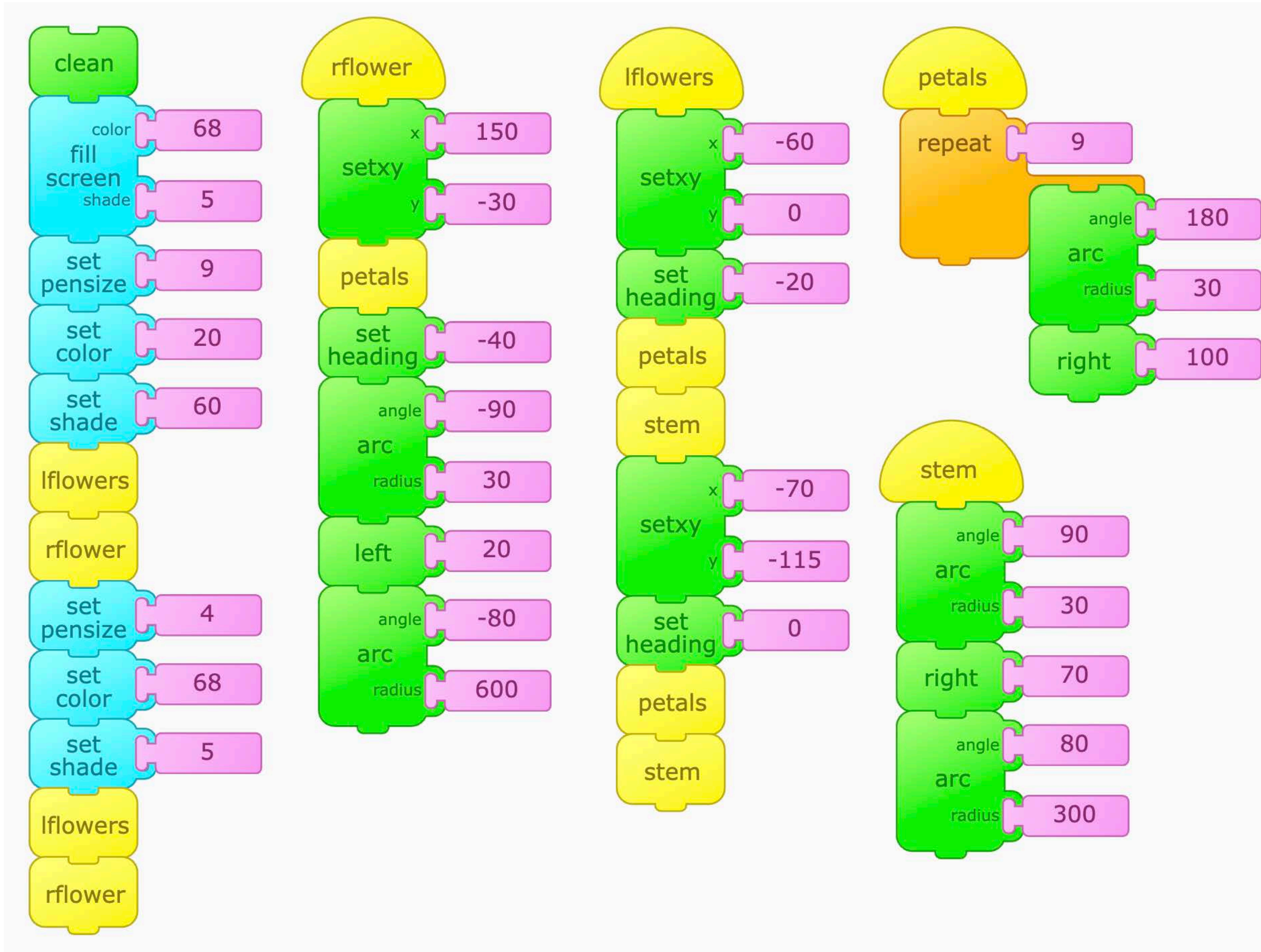
Click the set of blocks with `clean` on top to start the program.



Zebra

153

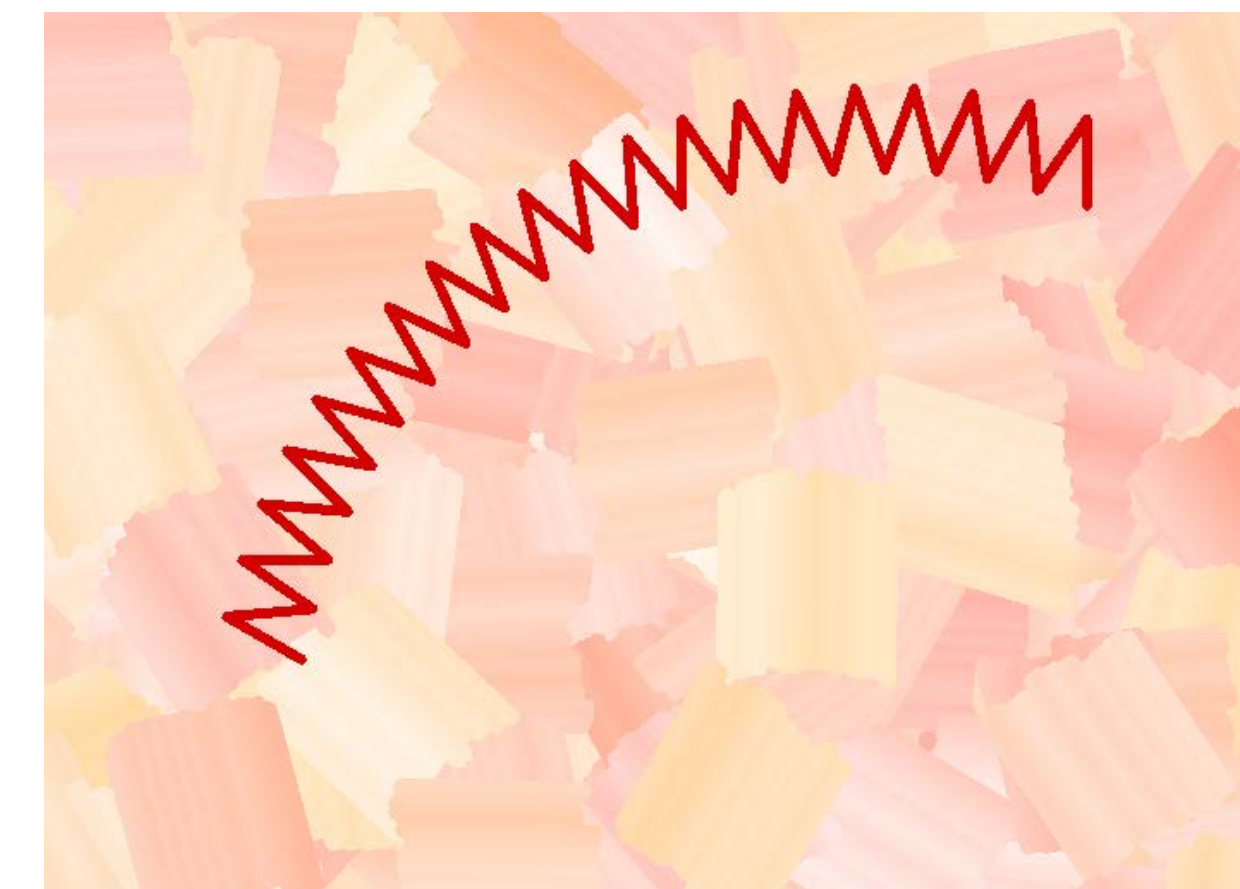
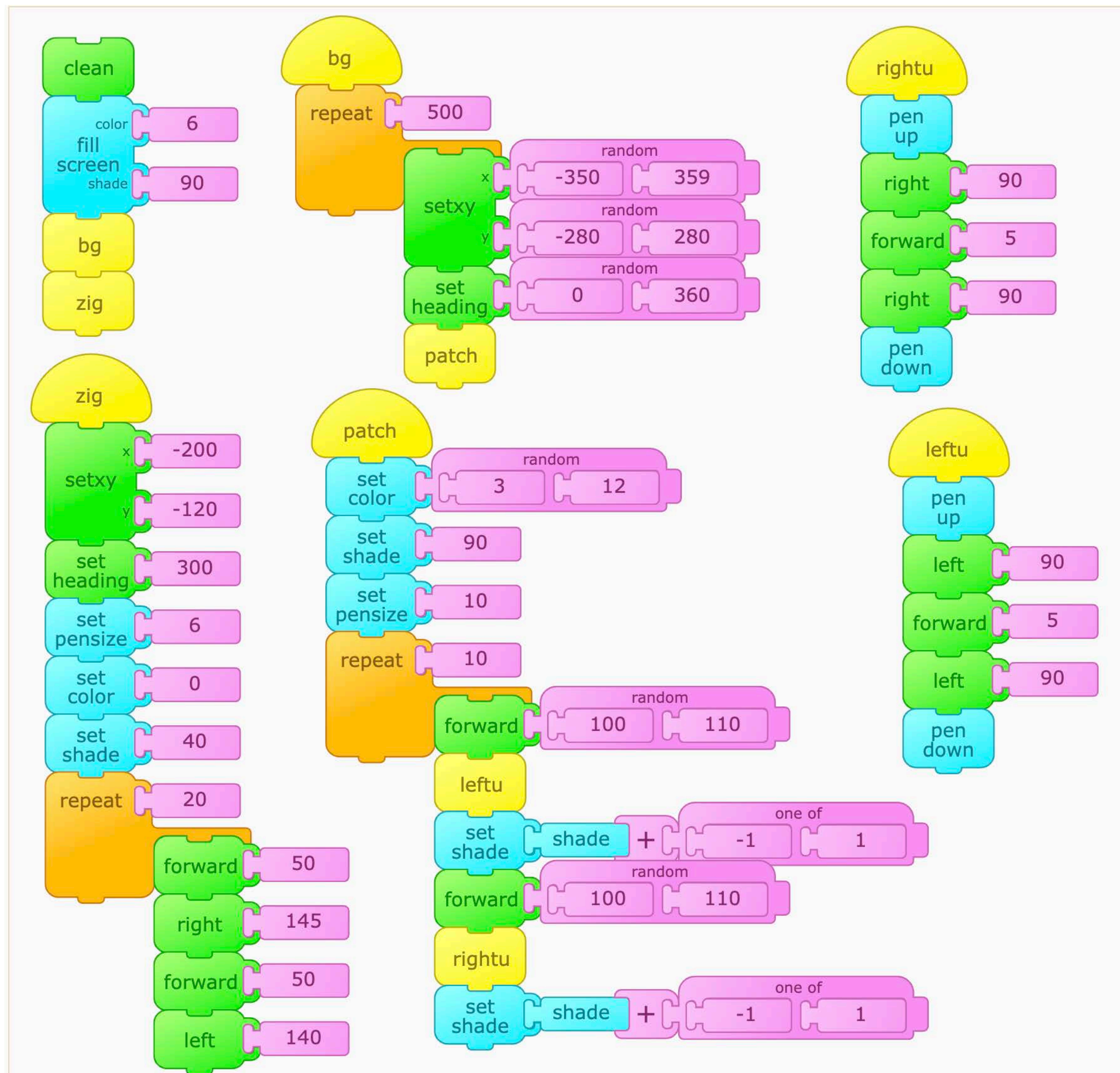
Click the set of blocks with `clean` on top to start the program.



Zero Theory

154

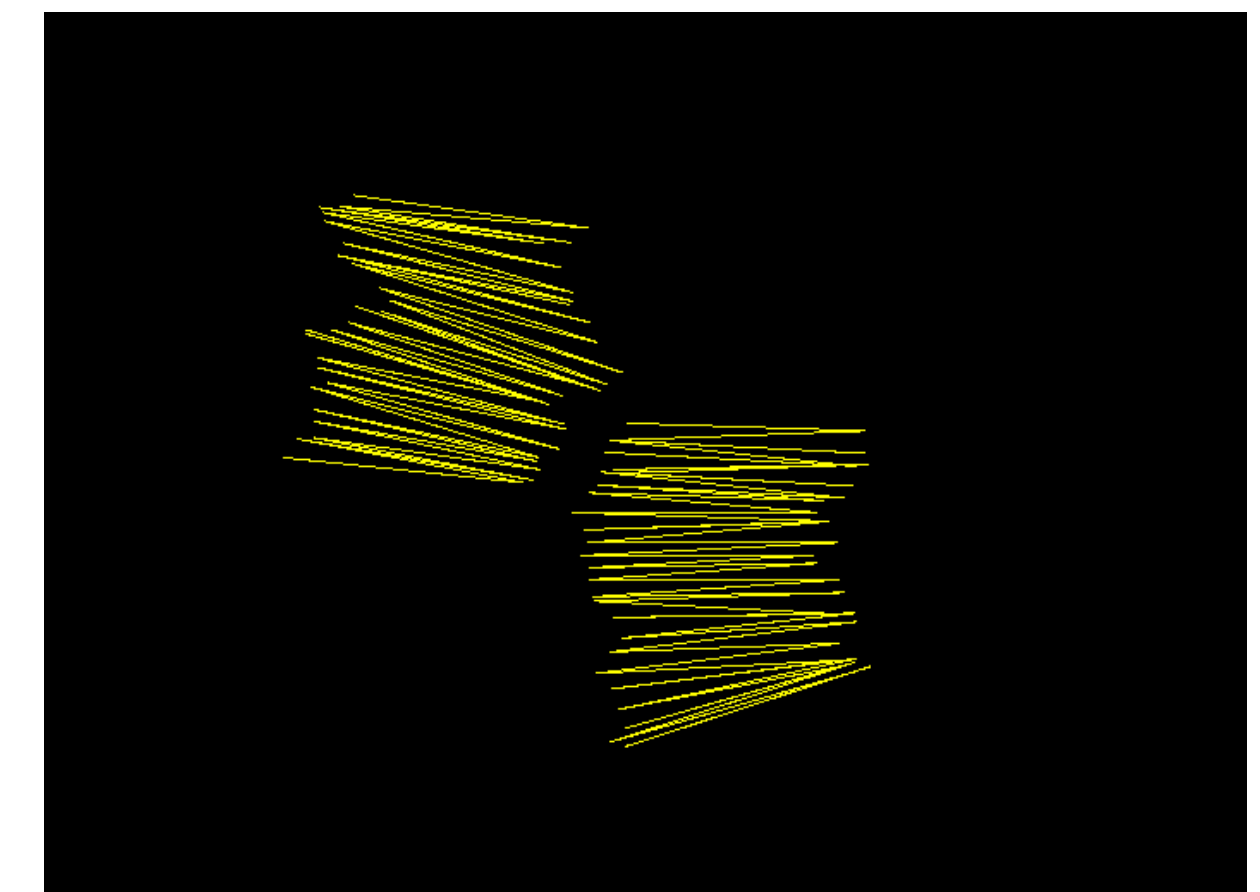
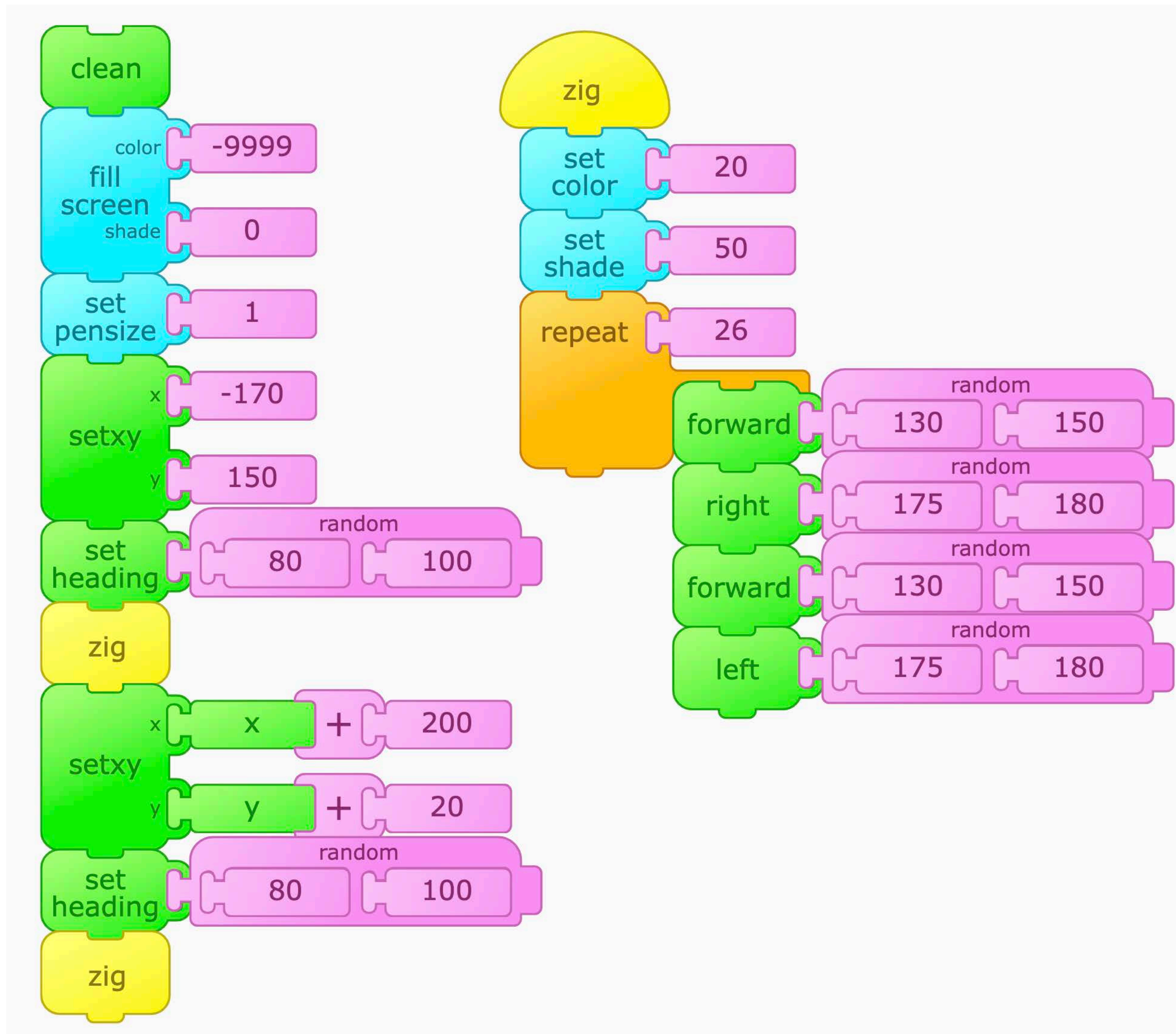
Click the set of blocks with `clean` on top to start the program.



Zero Theory

155

Click the set of blocks with clean on top to start the program.



Ziggy

156

Click the set of blocks with `clean` on top to start the program.