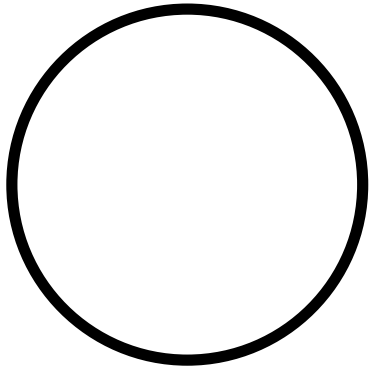
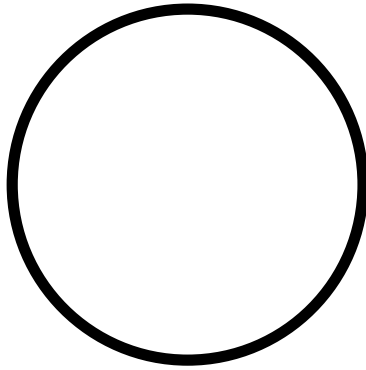


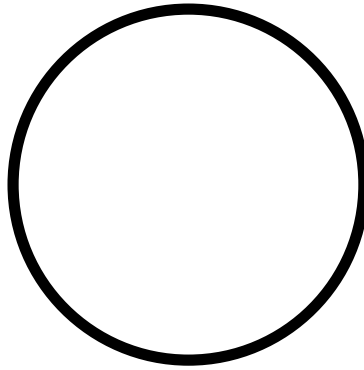
GET TO 100 POINTS!



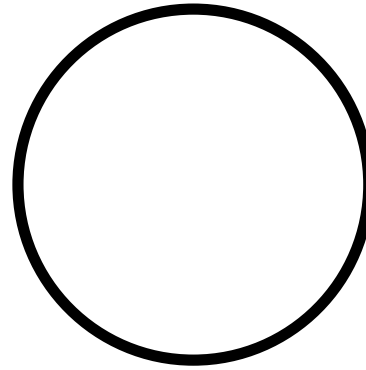
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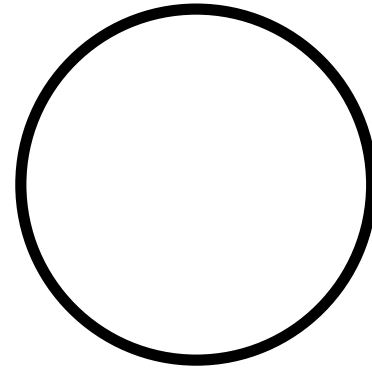
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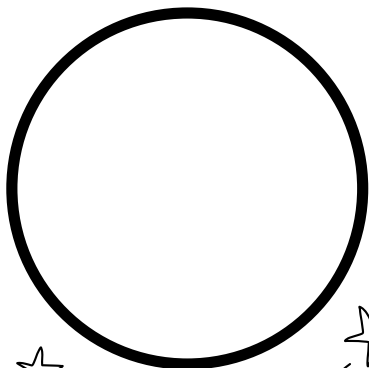


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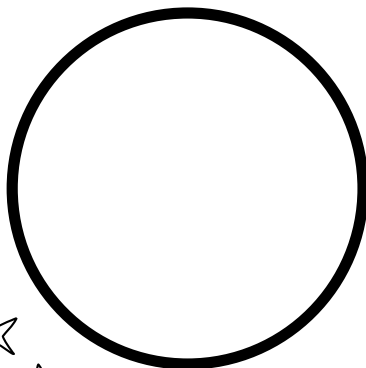


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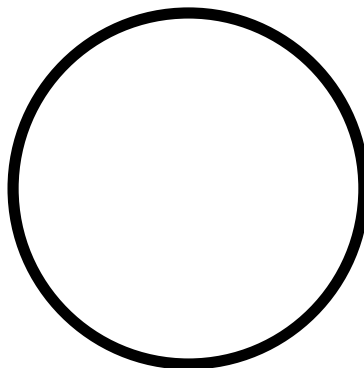
DRAW 10 GROUPS OF ITEMS IN EACH OF THE 10 CIRCLES TO MAKE 100. THEN PROGRAM OZOBOT TO GO TO EACH GROUP, MAKE A HAPPY NOISE, AND SHOW A FIREWORKS DISPLAY WHEN YOU REACH 100 POINTS!



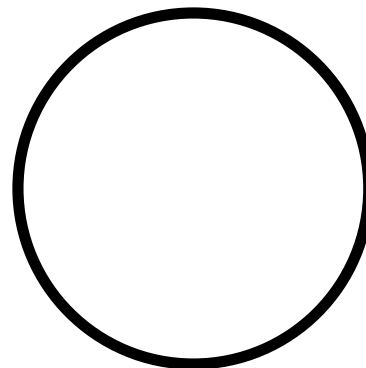
100!



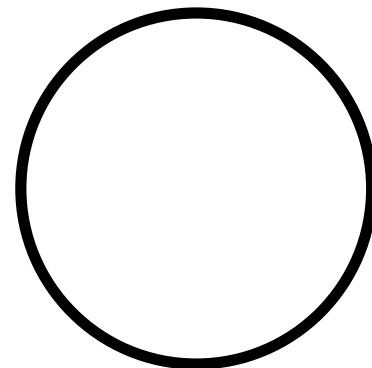
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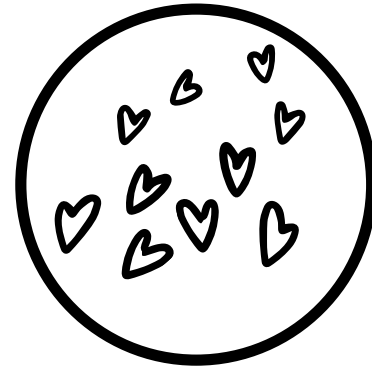
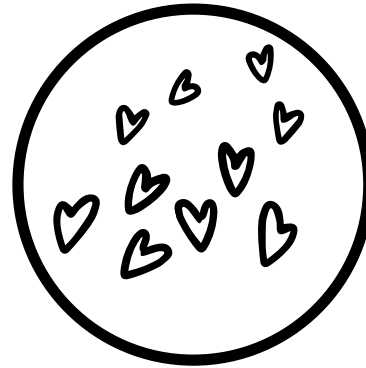
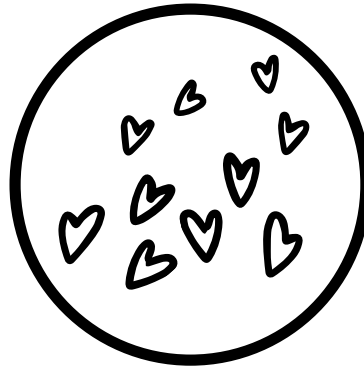
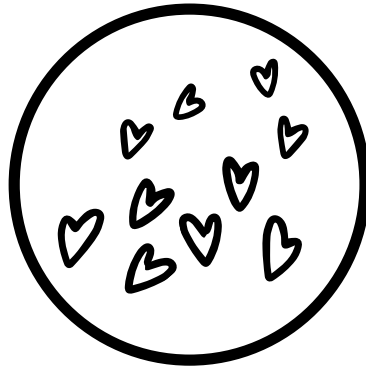
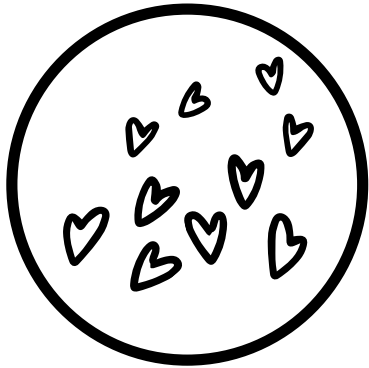
70



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GET TO 100 POINTS!



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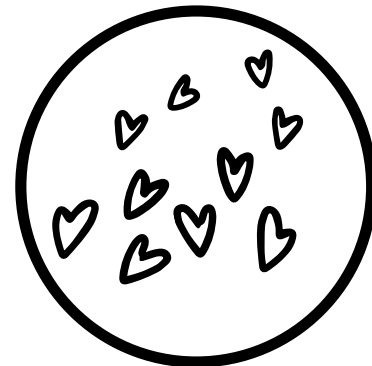
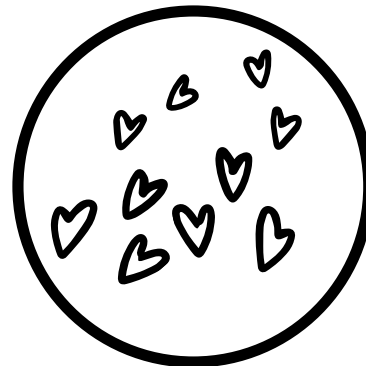
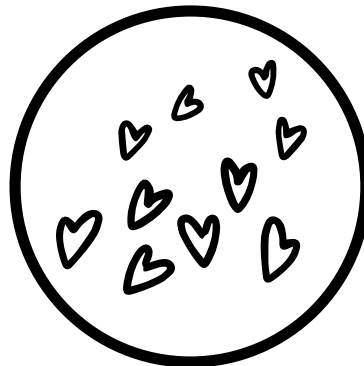
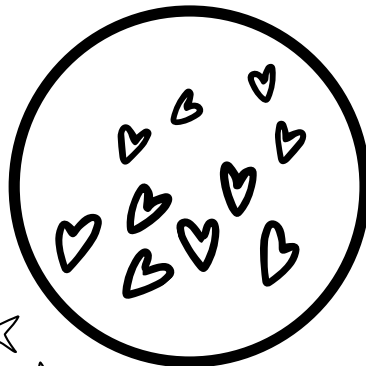
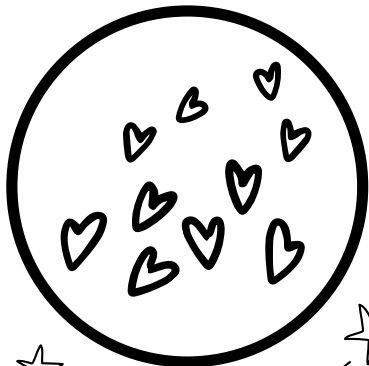
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EXAMPLE

DRAW 10 GROUPS OF ITEMS IN EACH OF THE 10 CIRCLES TO MAKE 100. THEN PROGRAM A ROBOT TO GO TO EACH GROUP, MAKE HAPPY NOISE, AND SHOW A FIREWORKS DISPLAY WHEN YOU REACH 100 POINTS!



100!

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The screenshot shows the Scratch workspace with a vertical stack of 20 code blocks. The stack is currently empty, and the 'say Hello for 2 secs' block is highlighted. The stack consists of the following blocks from top to bottom:

- say 5 for 2 secs
- say Hello for 2 secs
- say 5 for 2 secs
- say Hello for 2 secs
- say 5 for 2 secs
- say Hello for 2 secs
- say 5 for 2 secs
- say Hello for 2 secs
- say 5 for 2 secs
- say Hello for 2 secs
- say 10 for 2 secs
- say Hello for 2 secs
- say 5 for 2 secs
- say Hello for 2 secs
- say 5 for 2 secs
- say Hello for 2 secs
- say 5 for 2 secs
- say Hello for 2 secs
- say 5 for 2 secs