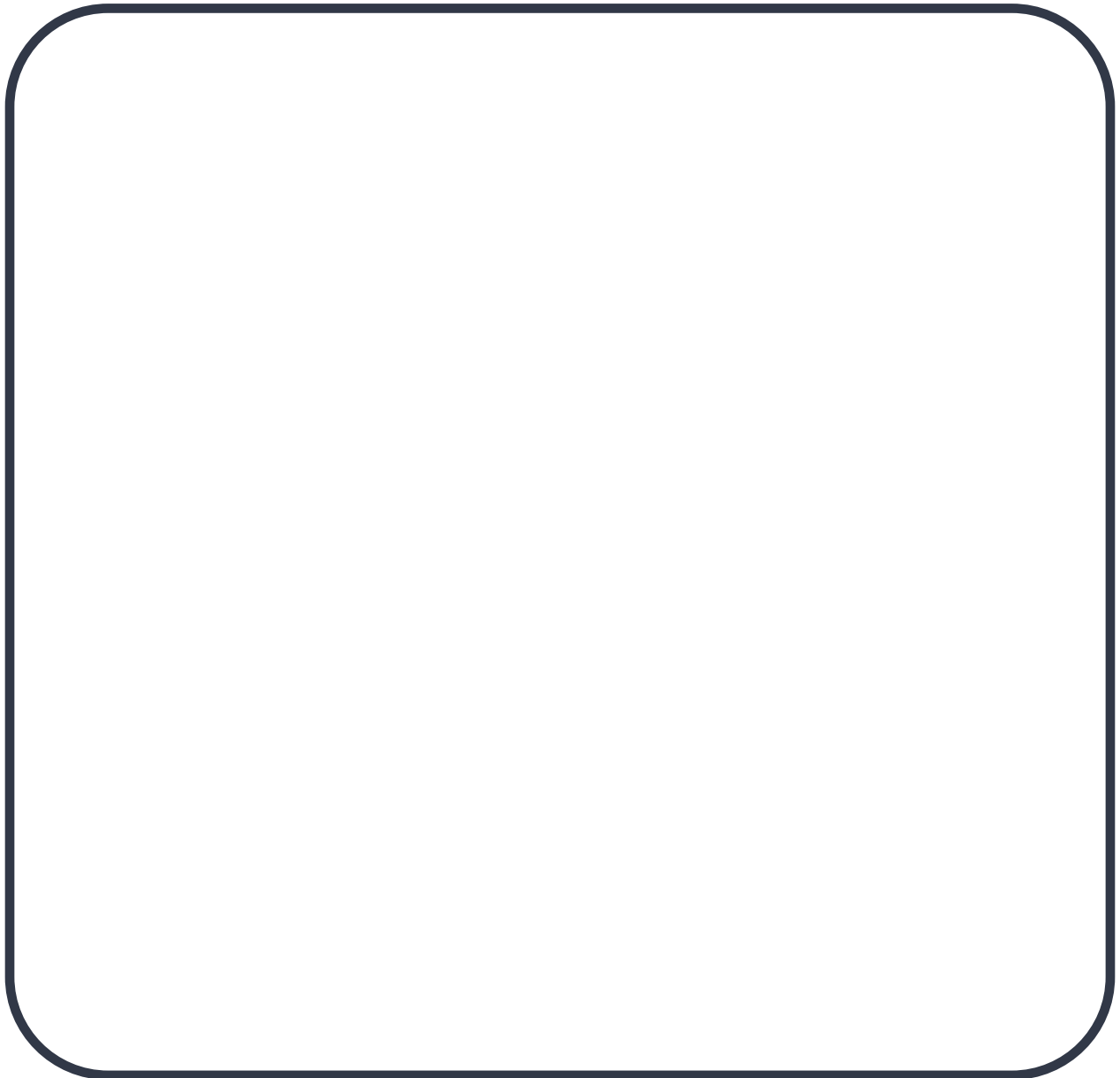
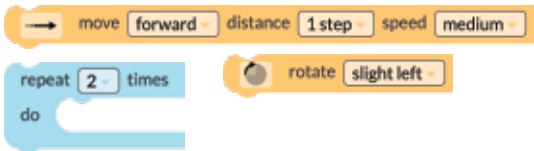




Programming a Square



- 1 Thinking about the properties of a square, program Evo to draw a square with only these three blocks.

- 2 Test and refactor the program until Evo moves in a square.
- 3 Attach the 3D printed pen holder to Evo and place a marker in the clip.
- 4 Place Evo, with the attachments, in the space above and run the program.
- 5 What does Evo's drawing look like?
 - Explain what happened.
 - Refactor and try again.