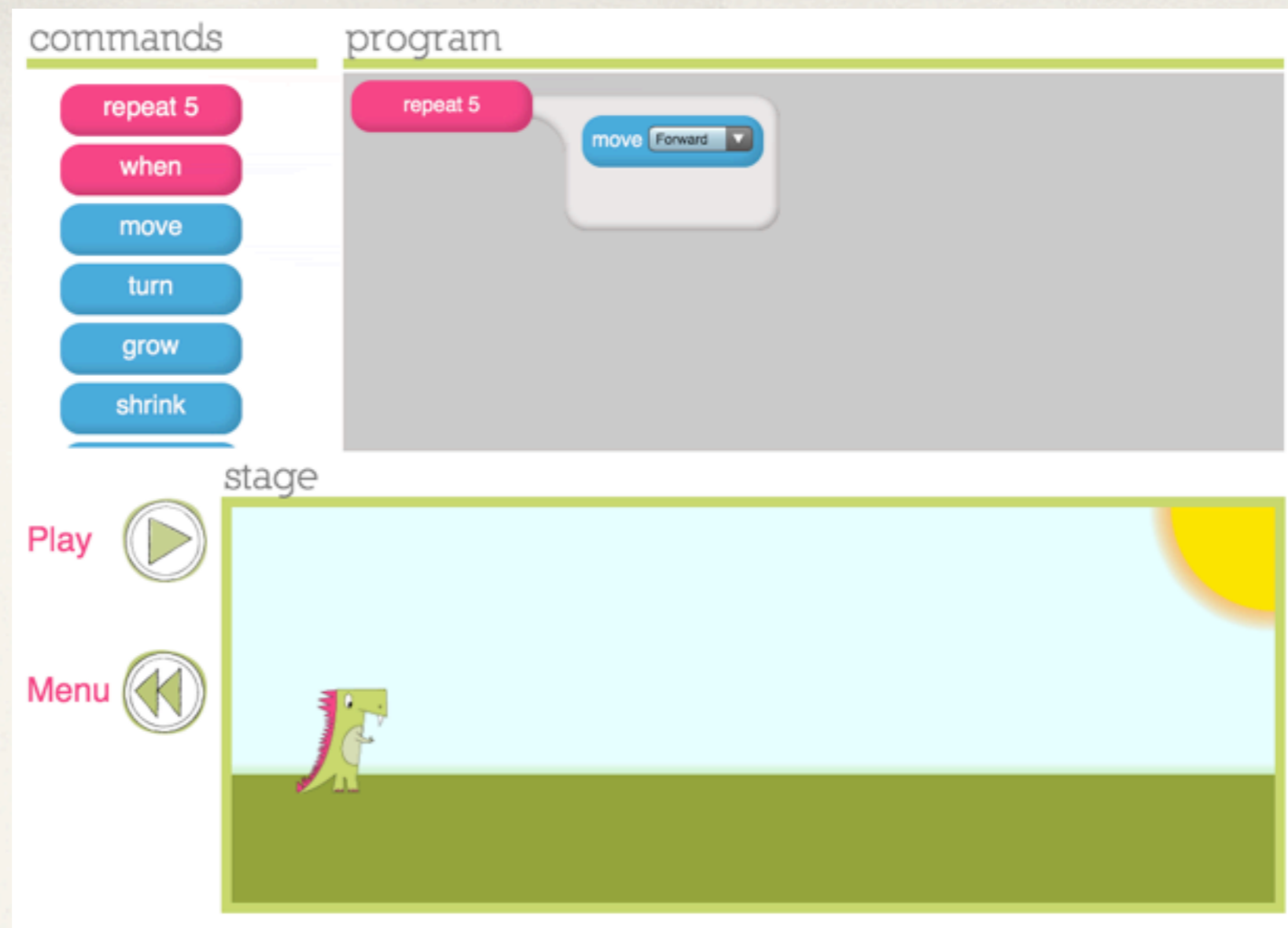


The image shows a programming interface with three main sections:

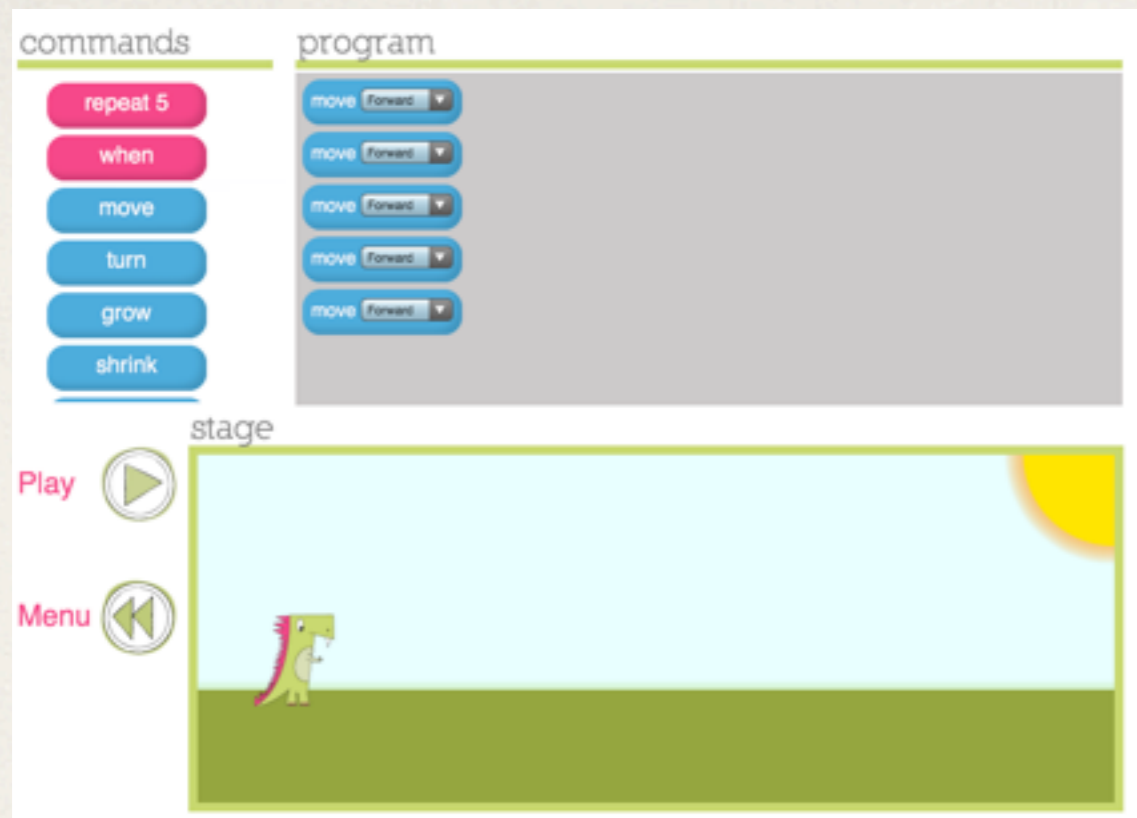
- commands:** A vertical list of buttons: "repeat 5" (pink), "when" (pink), "move" (blue), "turn" (blue), "grow" (blue), and "shrink" (blue).
- program:** A grey area containing five "move Forward" blocks stacked vertically.
- stage:** A green field with a light blue sky and a yellow sun in the top right corner. A small green dinosaur character is positioned on the left side of the field.

Control buttons for "Play" (a right-pointing triangle) and "Menu" (two left-pointing triangles) are located to the left of the stage.

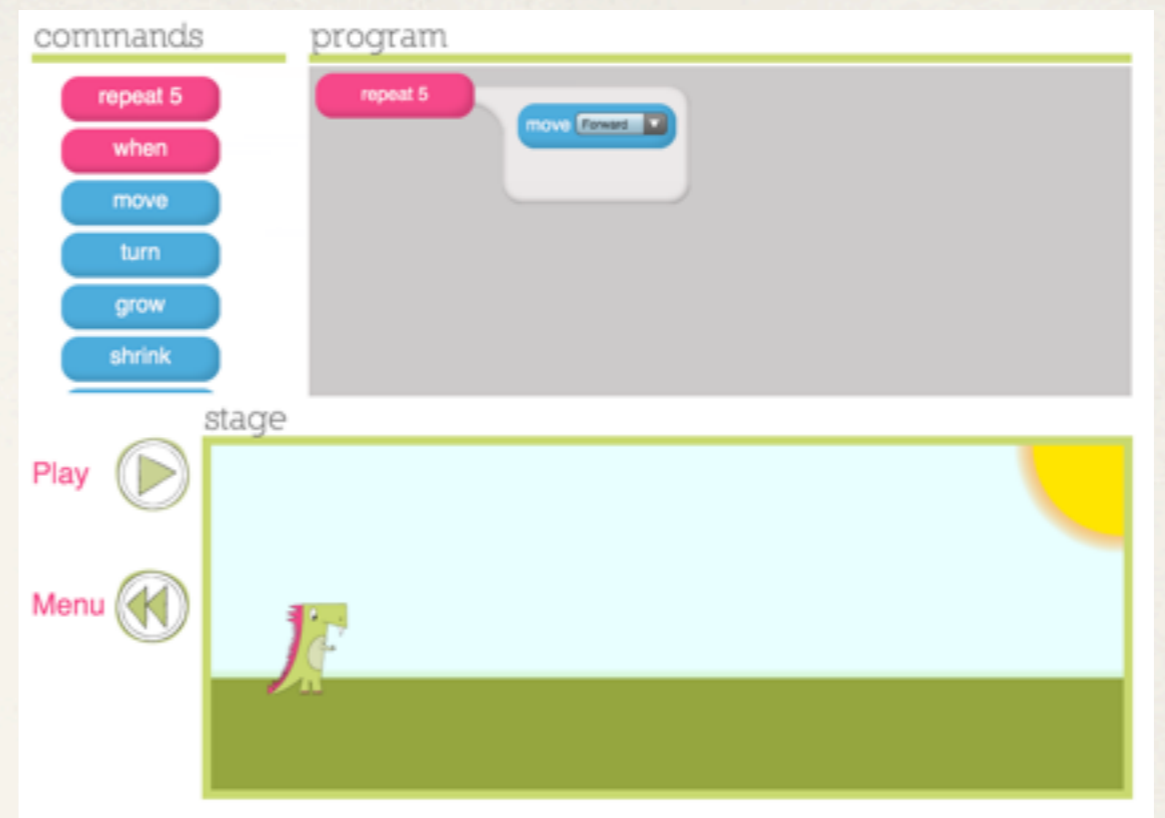
If I want Daisy to end up on the right end of the screen (where the sun is) by the end of this program, will this program work?



If I want Daisy to end up on the right end of the screen (where the sun is) by the end of this program, will *this* program work?



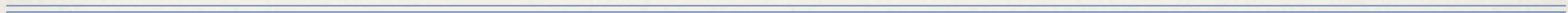
1

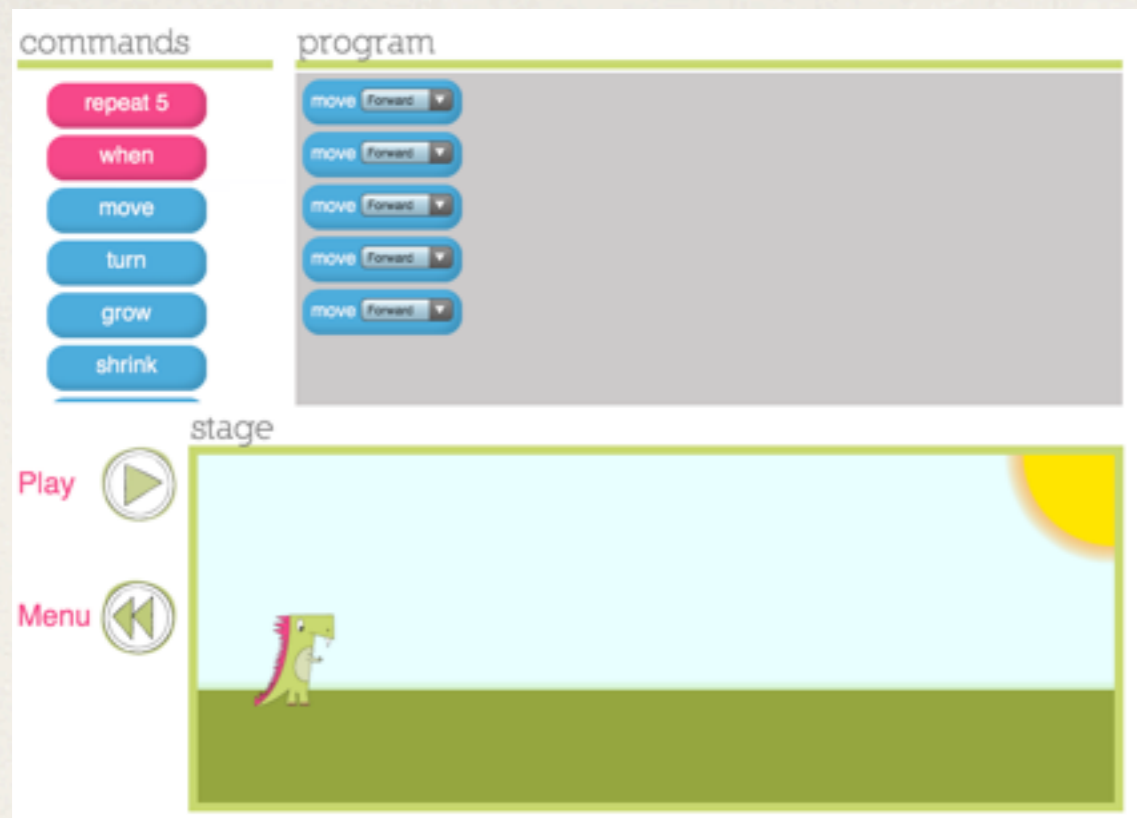


2

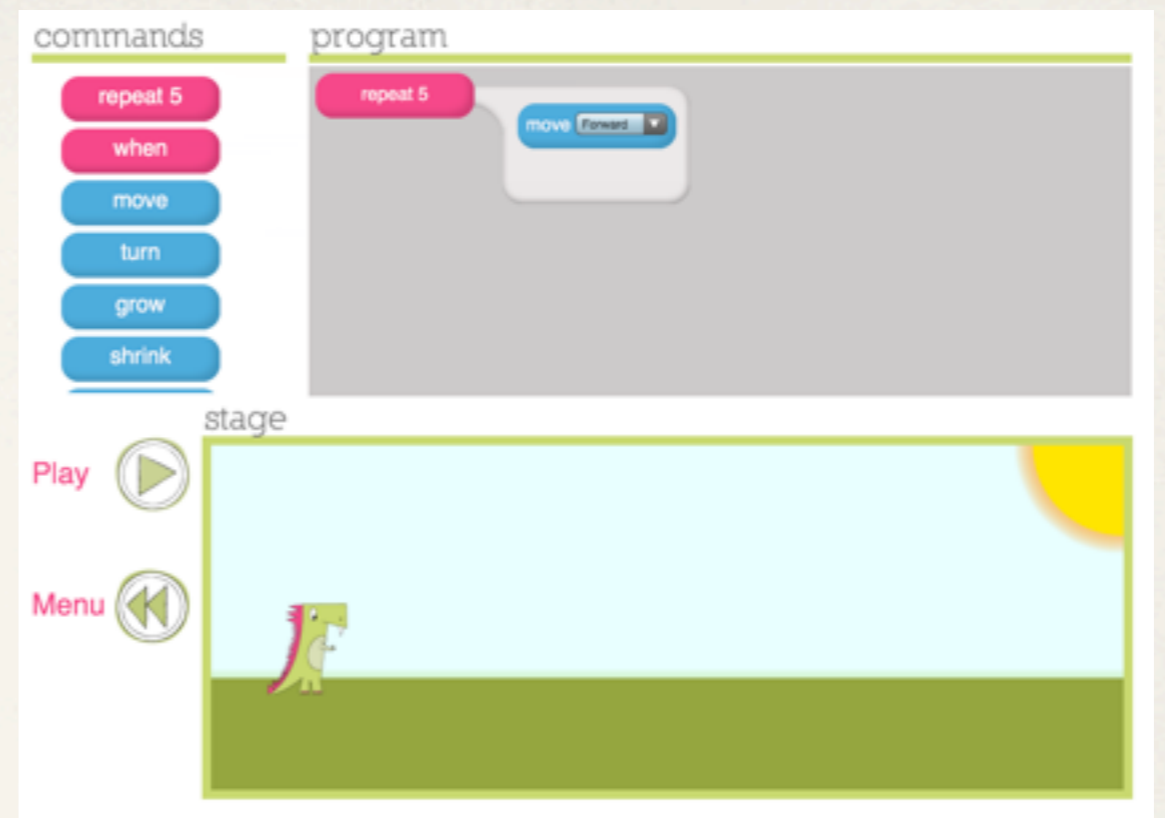
What is the difference between Program 1 and Program 2?

Even though they are different, do they have the same results?



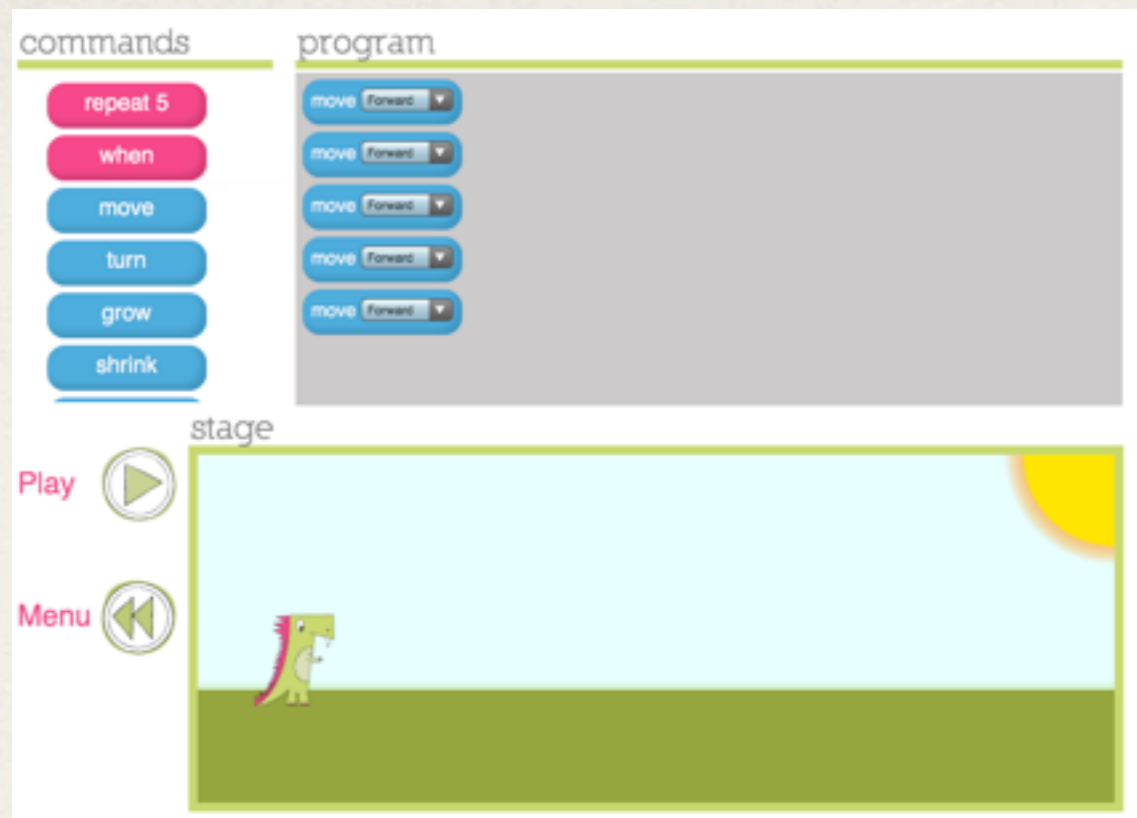


1

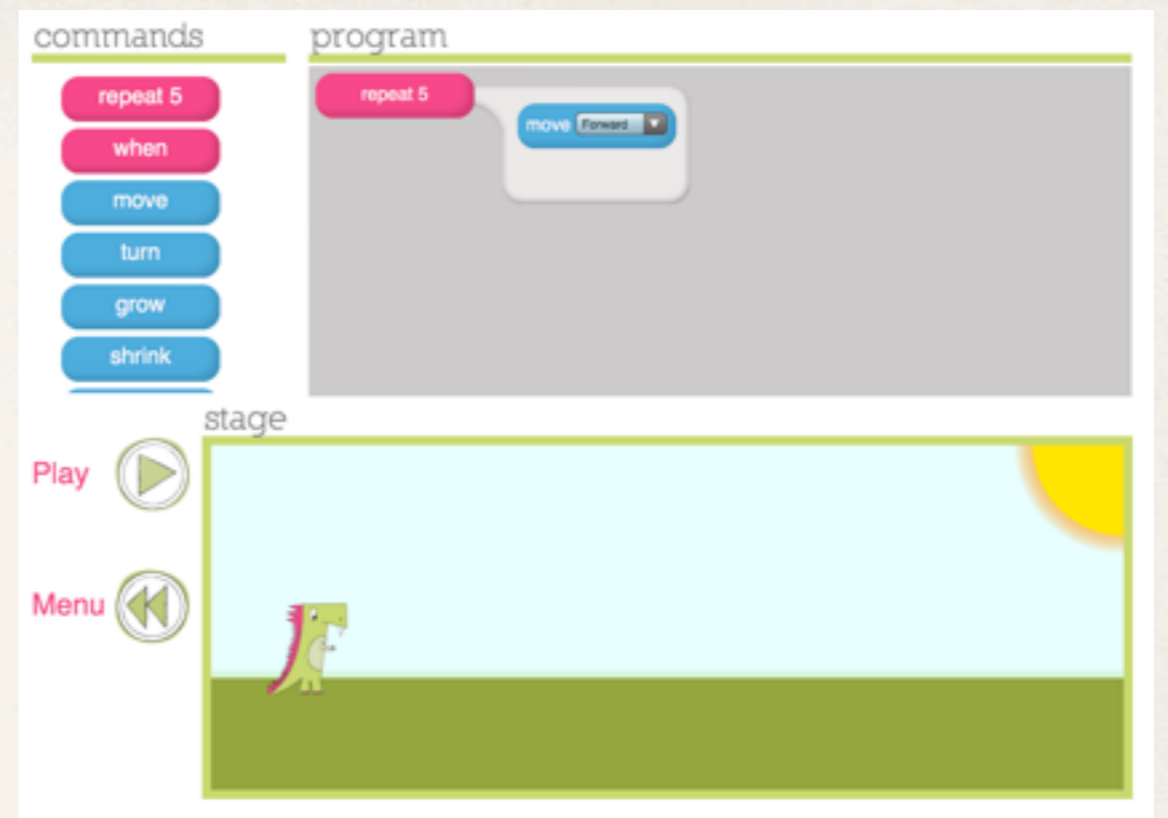


2

Give an example of something you could do differently in your life to get the same results.



1



2

What is a rule that you would give someone who wants the same results, but wants to achieve them in a different way ?