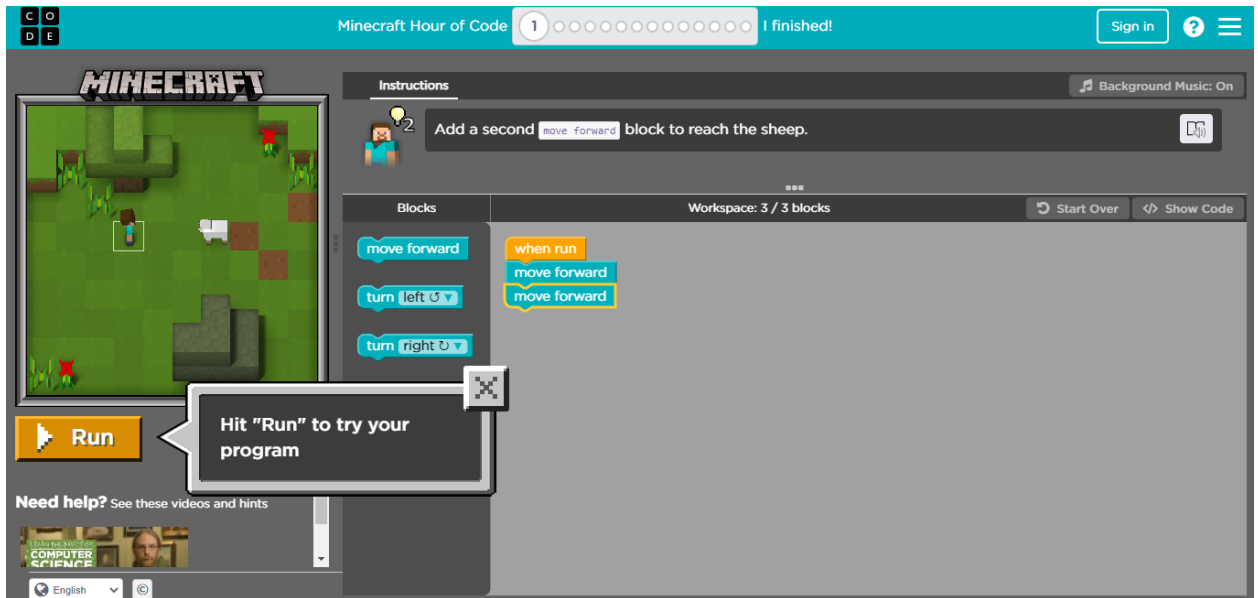
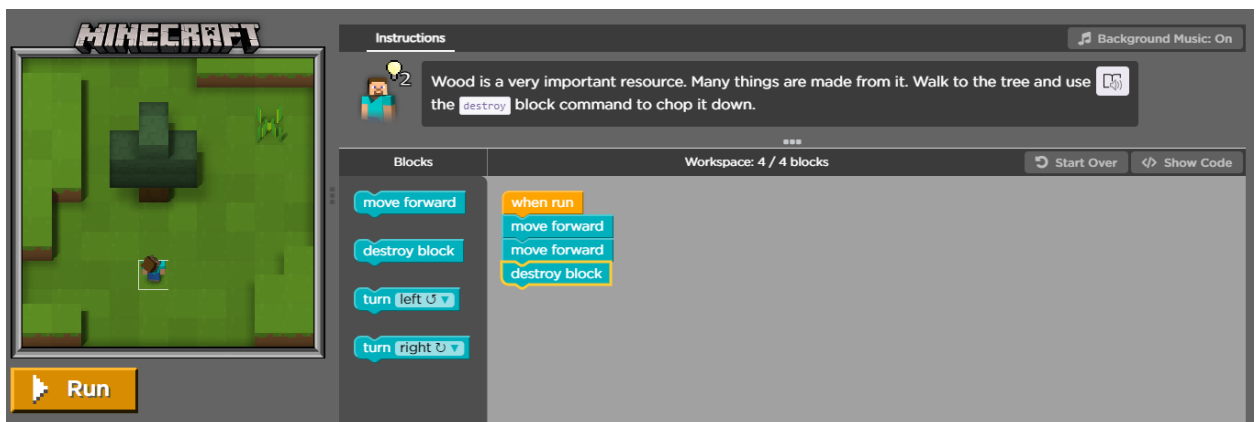


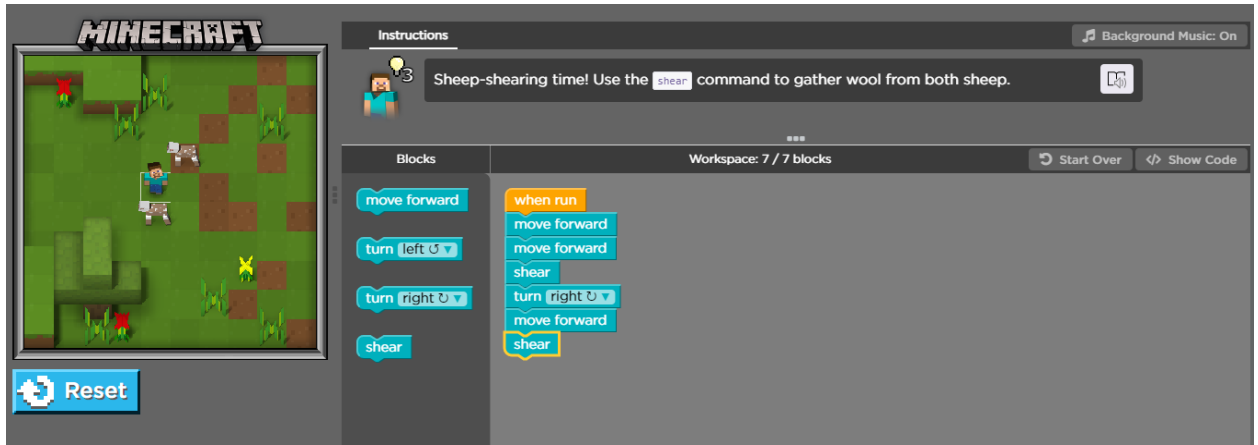
1. Click the following link to be directed to the hour of code website  
<https://studio.code.org/s/mc/lessons/1/levels/1>
2. This document contains suggested answers for each puzzle within the game. While these solutions are correct, they are not the only way to solve each problem. They are suggestions to help guide students through the activity.
3. The image below shows the complete code stack for puzzle 1



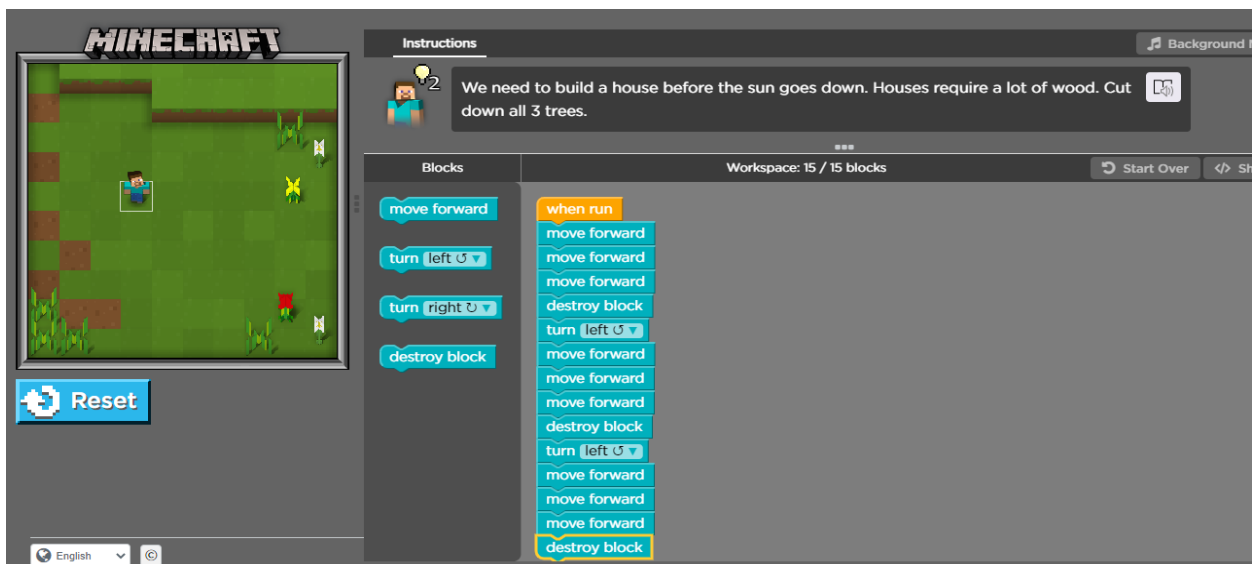
4. The completed code stack for level two is as follows:



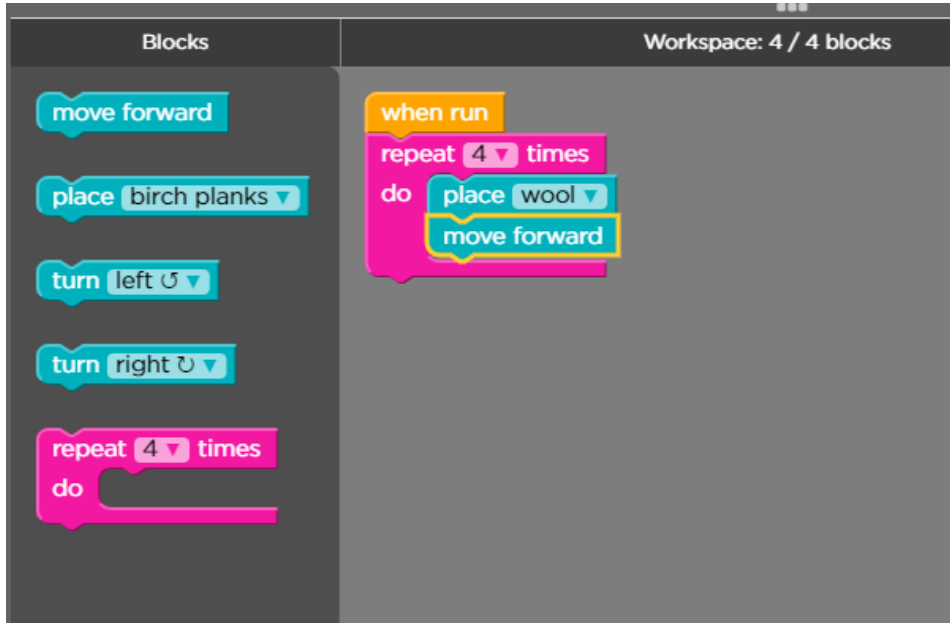
5. The completed code stack for level three is shown below



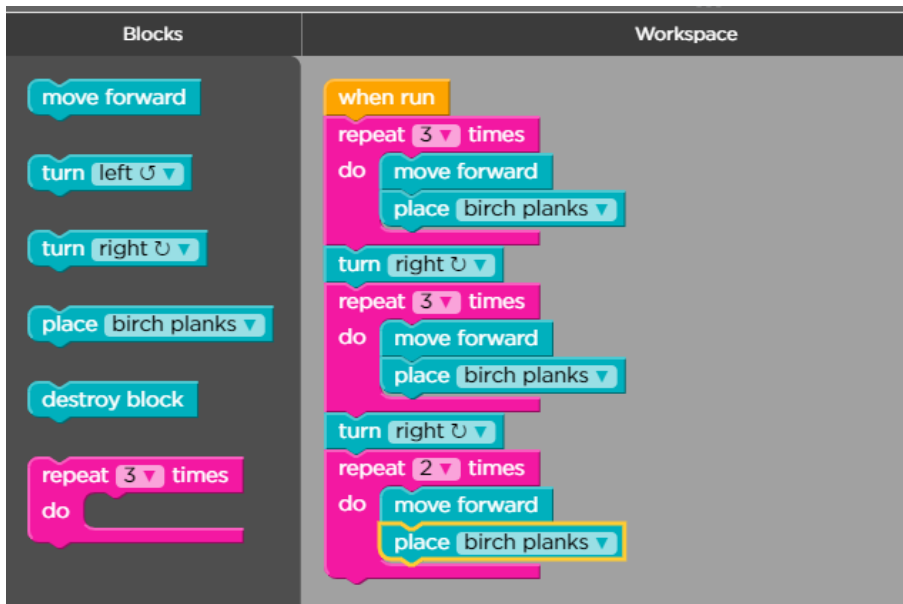
6. The completed code stack for puzzle 4 is shown below



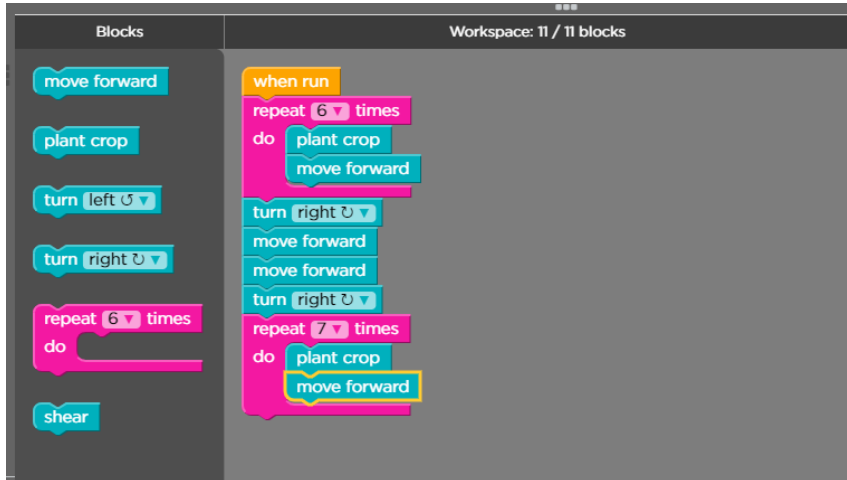
7. The image below shows the completed code stack for puzzle five using a loop



8. The completed code stack for puzzle 6 on easy difficulty is shown below



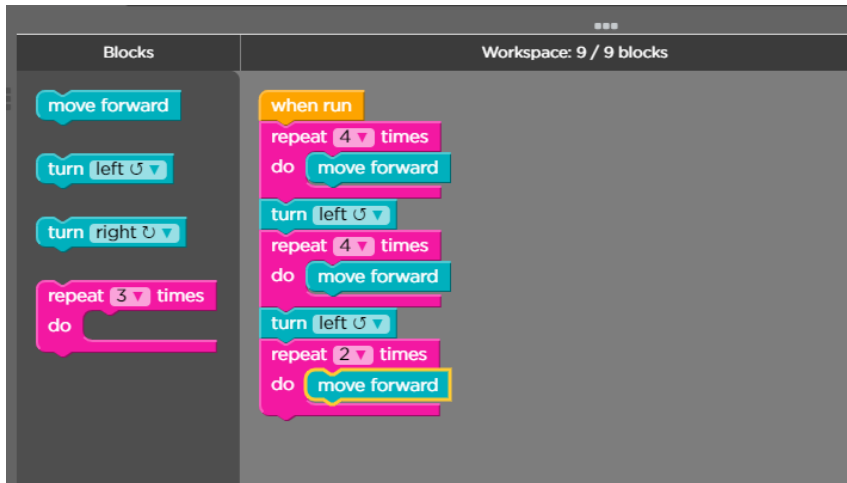
9. The completed code stack for puzzle 7 is shown below.



The image shows a Scratch workspace with 11 blocks. The 'Workspace: 11 / 11 blocks' header is visible. The 'Blocks' palette on the left contains: 'move forward', 'plant crop', 'turn left 90°', 'turn right 90°', 'repeat 6 times' (with a 'do' loop), and 'shear'. The workspace contains the following code stack:

```
when run
  repeat 6 times
    do
      plant crop
      move forward
  turn right 90°
  move forward
  move forward
  turn right 90°
  repeat 7 times
    do
      plant crop
      move forward
```

10. The completed code stack for puzzle 8 is shown below



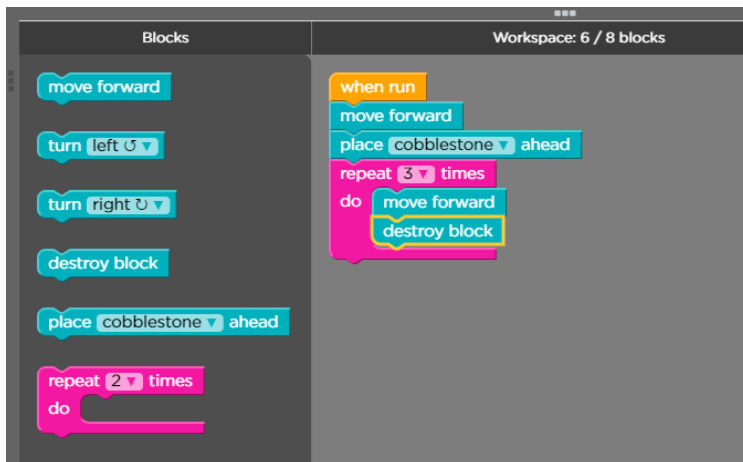
The image shows a Scratch workspace with 9 blocks. The 'Workspace: 9 / 9 blocks' header is visible. The 'Blocks' palette on the left contains: 'move forward', 'turn left 90°', 'turn right 90°', and 'repeat 3 times' (with a 'do' loop). The workspace contains the following code stack:

```
when run
  repeat 4 times
    do
      move forward
  turn left 90°
  repeat 4 times
    do
      move forward
  turn left 90°
  repeat 2 times
    do
      move forward
```

11. The completed code stack for puzzle 9 is shown below



12. The completed code stack for puzzle 10 is shown below



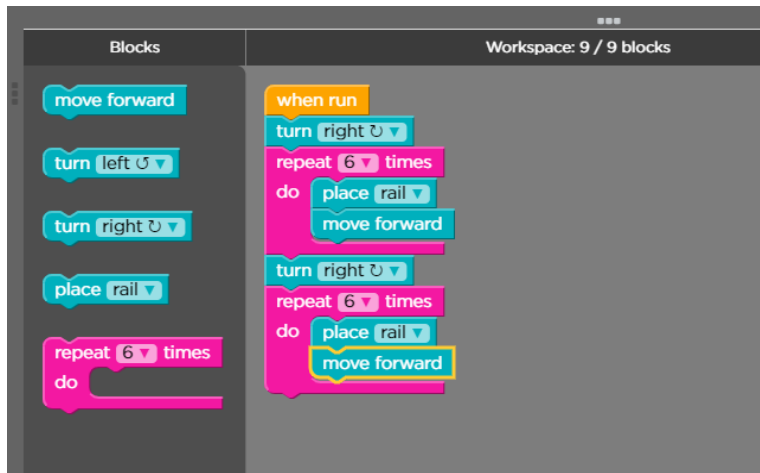
13. The completed code stack for puzzle 11 is below

```
when run
repeat 7 times
do
destroy block
if lava ahead
do
place cobblestone ahead
move forward
```

14. The completed code stack for problem 12 is shown below

```
when run
repeat 3 times
do
move forward
destroy block
if lava ahead
do
place cobblestone ahead
turn left
repeat 3 times
do
move forward
destroy block
if lava ahead
do
place cobblestone ahead
turn right
destroy block
```

15. The completed code stack for problem 13 is shown below



16. The tutorial is now complete and students can feel free to build their own creations!