

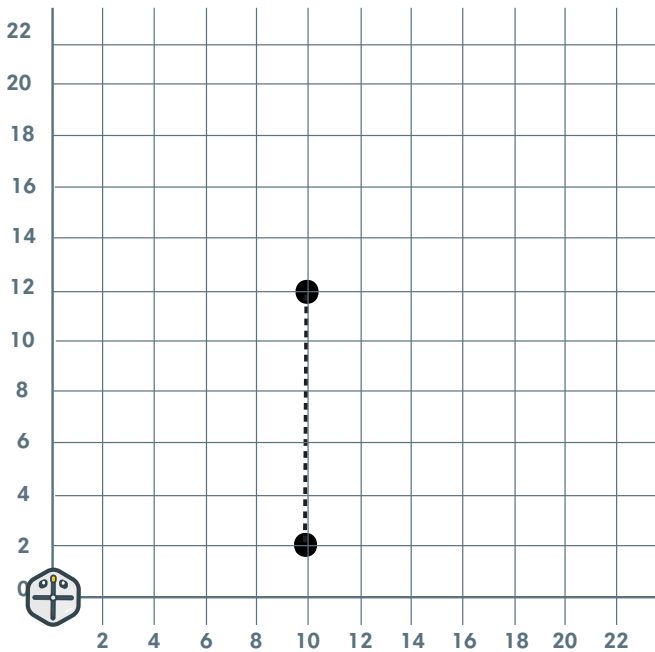
Springtime Coordinates

Help the Root Coding Robot plant some seeds.
Plot the coordinates to see what shapes you create!



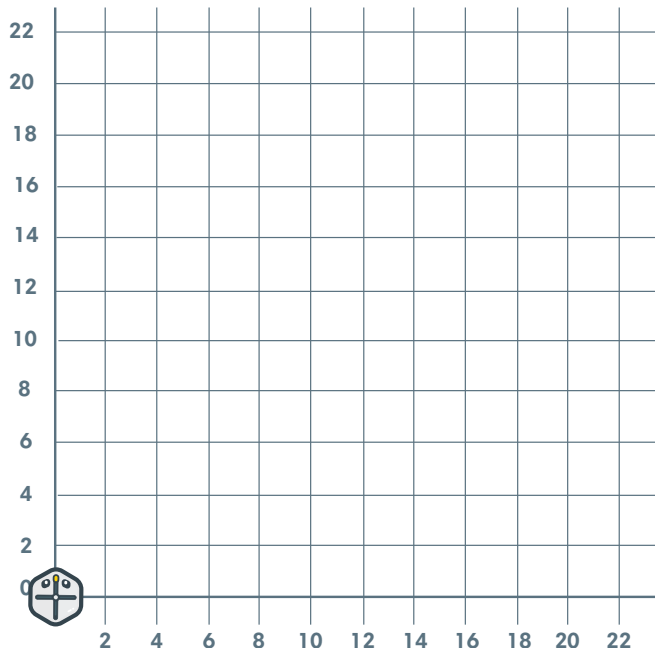
Follow Root's code to draw the shape Root made
on the grid.

1.



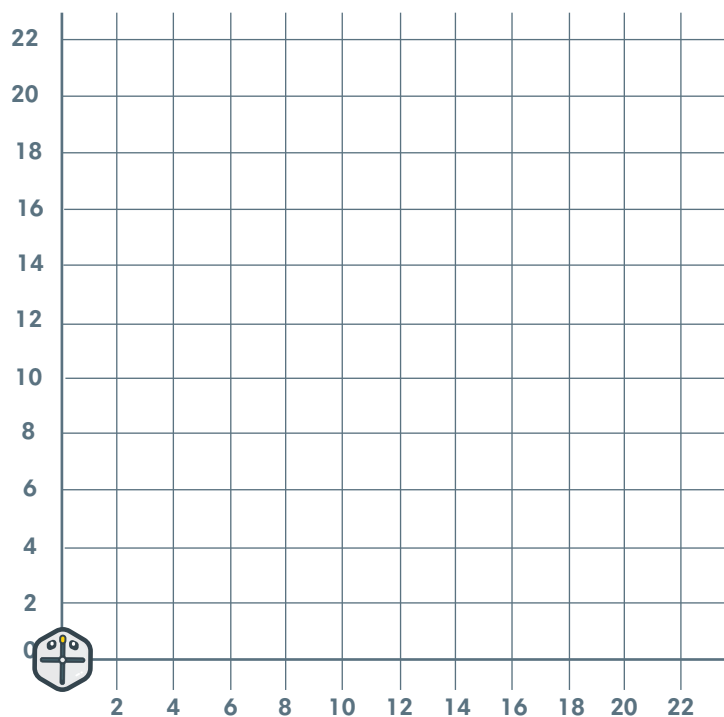
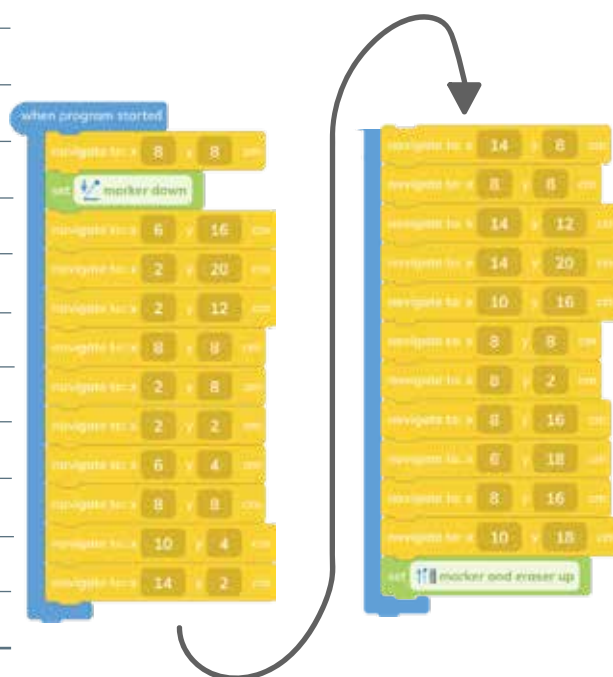
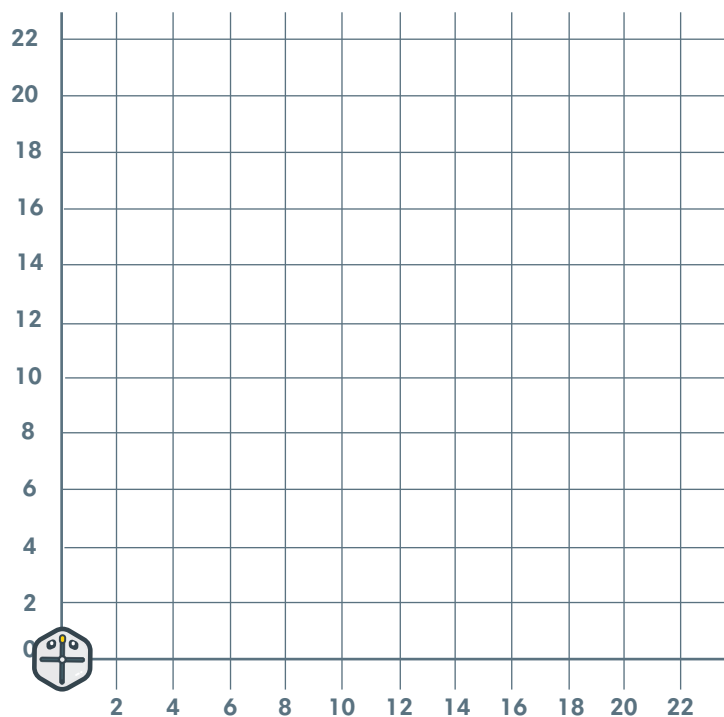
```
when program started
  navigate to x: 10 y: 2 cm
  set marker down
  navigate to x: 10 y: 12 cm
  navigate to x: 12 y: 12 cm
  navigate to x: 14 y: 14 cm
  navigate to x: 14 y: 22 cm
  navigate to x: 12 y: 20 cm
  navigate to x: 10 y: 22 cm
  navigate to x: 8 y: 20 cm
  navigate to x: 6 y: 22 cm
  navigate to x: 6 y: 14 cm
  navigate to x: 8 y: 12 cm
  navigate to x: 10 y: 12 cm
  set marker and eraser up
```

2.



```
when program started
  navigate to x: 2 y: 4 cm
  set marker down
  navigate to x: 4 y: 2 cm
  navigate to x: 6 y: 2 cm
  navigate to x: 8 y: 4 cm
  navigate to x: 8 y: 12 cm
  navigate to x: 16 y: 12 cm
  navigate to x: 14 y: 16 cm
  navigate to x: 10 y: 18 cm
  navigate to x: 6 y: 18 cm
  navigate to x: 2 y: 16 cm
  navigate to x: 0 y: 12 cm
  navigate to x: 8 y: 12 cm
  set marker down
```

3.



Going Further

Code your own springtime shape with coordinates.

Create a new coding project with your springtime coordinates and share it with friends!