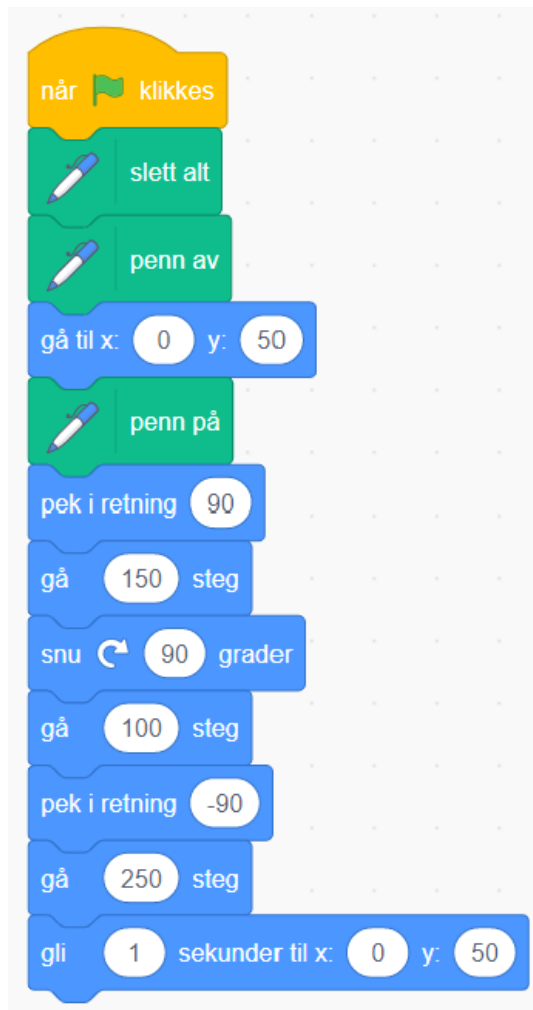


1. Tegn figuren kodeblokken viser.

2. Lag kodeblokken i Scratch og sammenlikn med figurene dere tegnet.



```
whenClickedFlagClicked
  deleteAll
  penDown
  moveTo(0, 50)
  penUp
  setDirection(90)
  move(150, steps)
  rotate(90, degrees)
  move(100, steps)
  setDirection(-90)
  move(250, steps)
  glide(1, seconds) to (0, 50)
```

