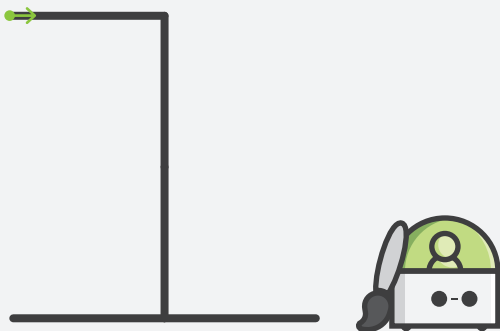


A sequence of six green square blocks with white icons: an upward arrow, a rightward arrow with three dots above it, an upward arrow with a blue square containing the number '2' below it, a leftward arrow with three dots above it, an upward arrow, and a downward arrow with a blue square containing the number '2' below it. Below these blocks is a 2x6 grid of light-gray dots.

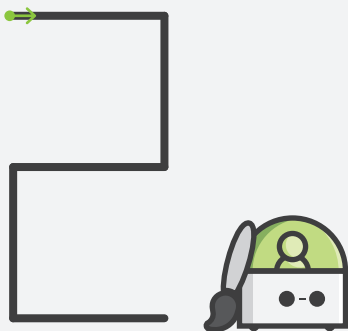




2

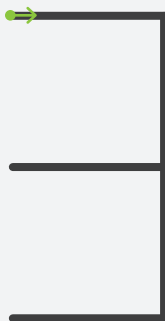


3



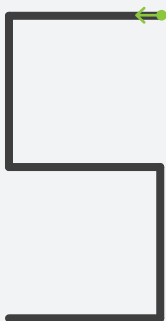
3

3

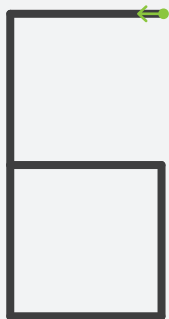


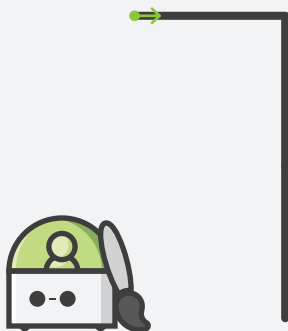


A coding workspace with a toolbar at the top containing six icons: a play button with circular arrows, an up arrow, a left arrow with three dots, a square with circular arrows, a down arrow, and a left arrow with three dots. Below the toolbar is a blue button with the number '3'. The main area is a grid with a green up arrow in the top-left cell and small grey dots in the other cells.

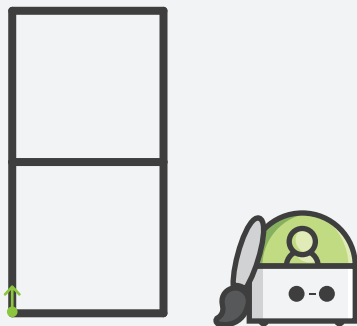


A sequence of programming blocks to draw the number 4. The first row consists of three light green blocks: an upward arrow, a leftward arrow with three dots, and another upward arrow. The second row consists of four dark green blocks: a play button with circular arrows, an upward arrow, a leftward arrow with three dots, and a square with circular arrows. A blue block with the number '4' is positioned below the first block of the second row.



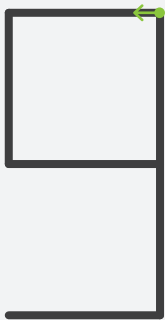






3

2



A coding workspace with a sequence of blocks: a green 'up' block with a blue '2' below it, a green 'right with dots' block, a green 'up' block, a green 'left with dots' block, a green 'down' block with a blue '2' below it, and a green 'left with dots' block. Below these is a grid with a green 'up' block in the first cell and grey dots in the rest.

