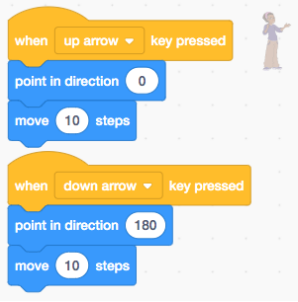
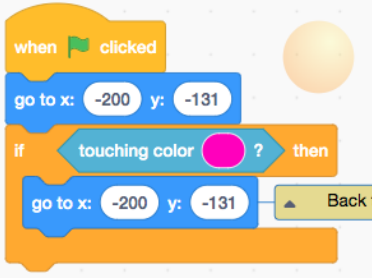
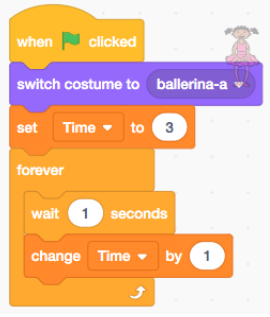
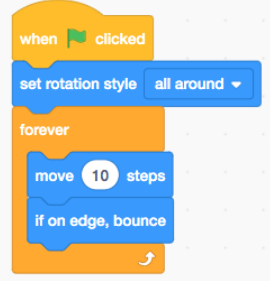


Problem in words	Problem in Code	One possible solution
<u>4_1 Controls</u>  Use the arrow keys to make Avery move. How can we change it, so Avery does not rotate too!		
<u>4_2 Walls</u>  When the yellow ball touches the pink wall, ball should reset. But it does not. Can you fix the program?		
<u>4_3 Party</u>  The timer should countdown, 3,2,1 for the new year. But the timer counts up! Can you fix it so the time counts		
<u>4_4 Butterfly</u> The fly flies upside down! Can you fix the program?		
<u>4_5 Tag</u>  When Pico reaches Nano, Pico says "Tag, your it!". Nano should respond "My turn!". How do we fix the program?		