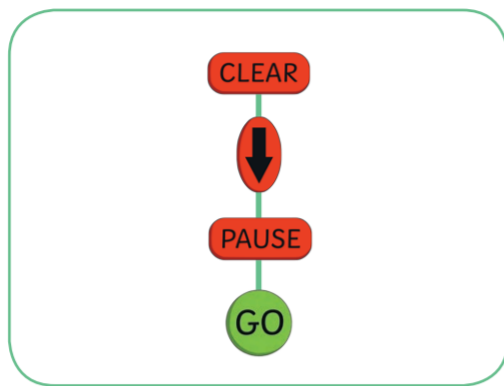



Programming Toys



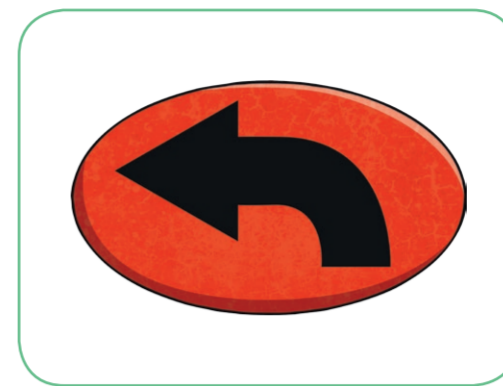
A vertical flowchart with three steps: a red box labeled 'CLEAR' with a downward arrow, a red box labeled 'PAUSE' with a downward arrow, and a green circle labeled 'GO'.

algorithm



```
0110110101010101
0110101101010101
0101011011100101
0110110101010101
0011010111010101
0110101101010101
0110101101010101
0011010111010101
0110101101010101
0110101101010101
011010101010101
```

code



A red oval containing a black arrow that curves 90 degrees to the left.

left



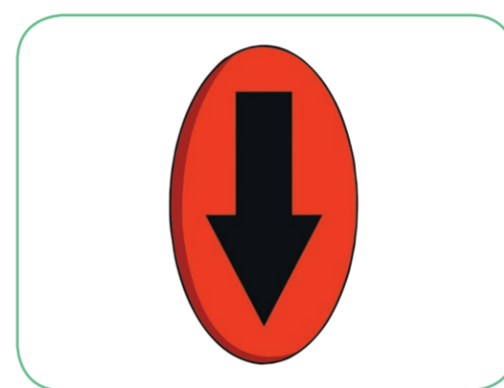
A red oval containing a black arrow that curves 90 degrees to the right.

right



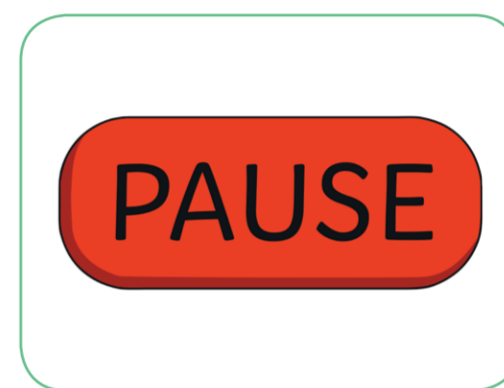
A red oval containing a black arrow pointing straight up.

forward



A red oval containing a black arrow pointing straight down.

backward



A red rounded rectangle containing the word 'PAUSE' in black capital letters.

pause



A red rounded rectangle containing the word 'CLEAR' in black capital letters.

clear




A green circle containing the word 'GO' in black capital letters.

go



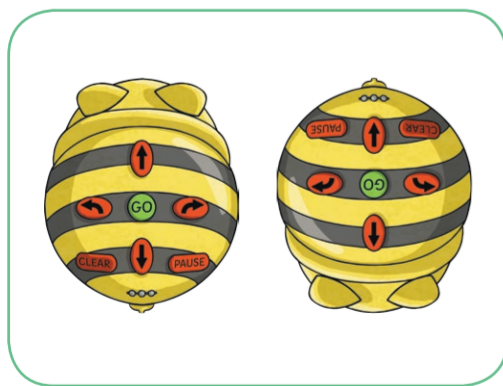
A yellow and black striped bee-shaped robot with a hand pointing to its 'GO' button.

program



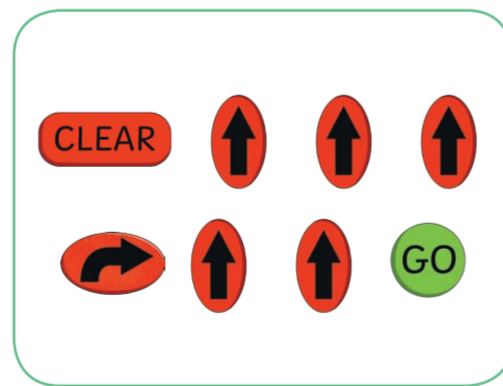
A yellow and black striped bee-shaped robot.

bee-bot



Two yellow and black striped bee-shaped robots, one facing left and one facing right.

turn



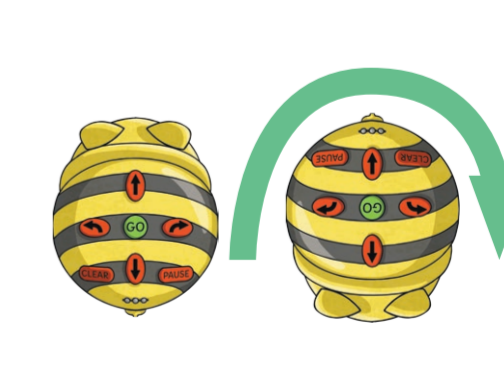
A sequence of programming icons: 'CLEAR', three upward arrows, a right turn arrow, two more upward arrows, and 'GO'.

sequence



Two yellow and black striped bee-shaped robots, one facing left and one facing right, with a green arrow curving 90 degrees between them.

quarter



Two yellow and black striped bee-shaped robots, one facing left and one facing right, with a green arrow curving 180 degrees between them.

half