# Activity 1

# Clara follows this path to her house.

#

# Complete the algorithm for Clara. Choose the correct numbers to fill in the blanks for Steps 4 and 5.

#

# Activity 2: Create the program in ScratchJr.

#  Open ScratchJr.

# Add a Background .

# Add the Crab character.

# Add the blocks of code you chose in question Activity 1.

# Run the program.