

1



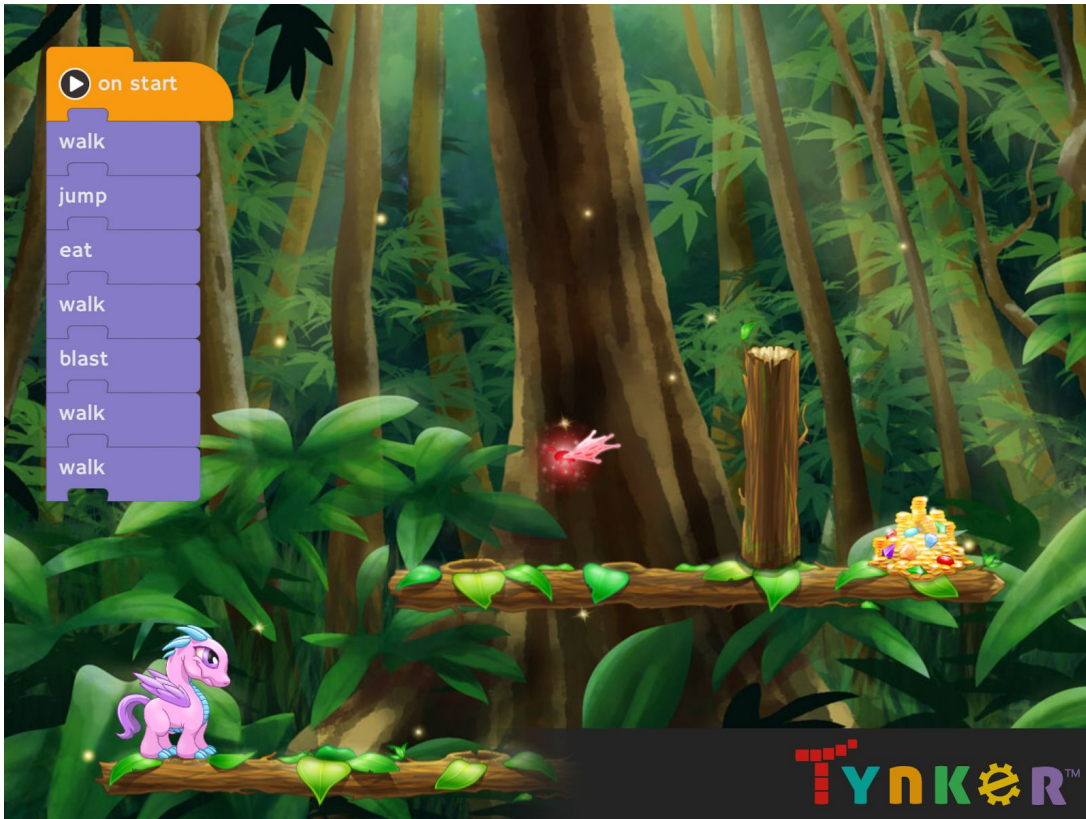
2



3



4



5



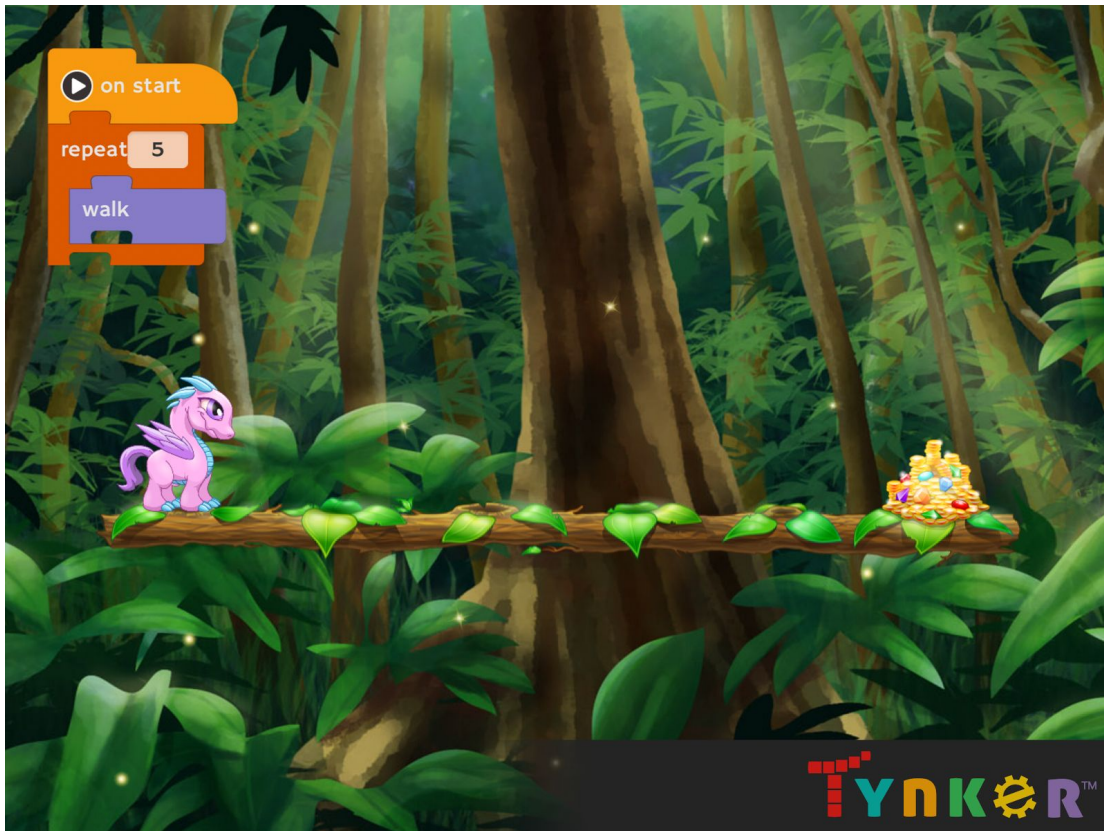
6



7



8

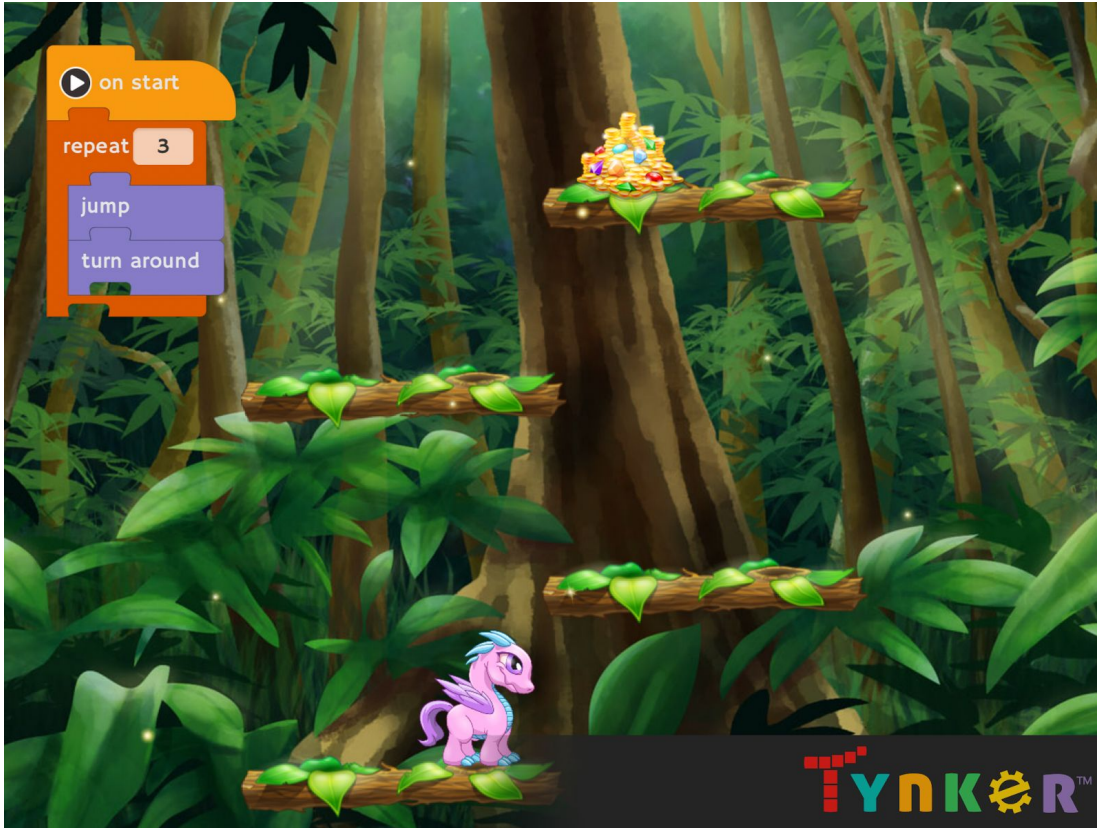


9



10



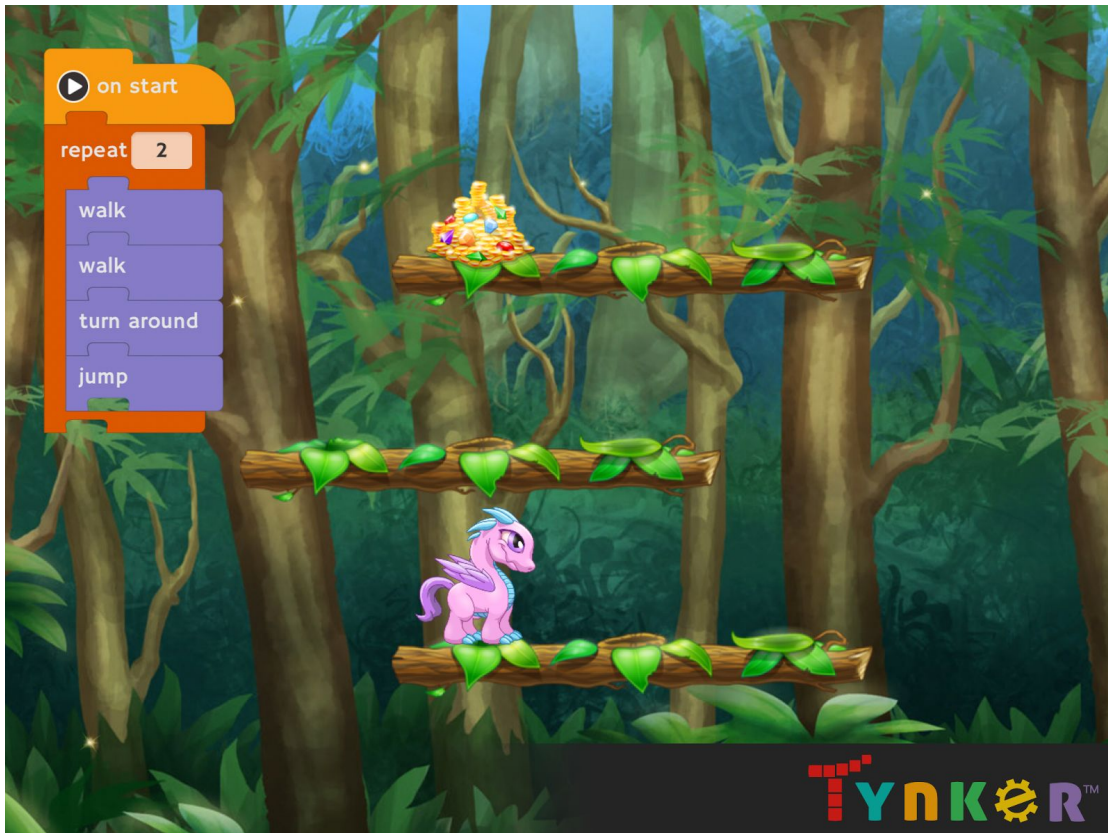





15



16





I was walking _____ when all of a sudden



I saw a _____.

It was _____ toward me, and I felt _____.

It reached out, grabbed my _____,

then _____.

What _____ day!


on start

what is the title?

where did it happen?

what did you see?

what was it doing?

how did you feel?

what did it take?

how did it end?

how was your day?

_____ when all of a sudden

a _____.

_____ toward me and I felt _____.

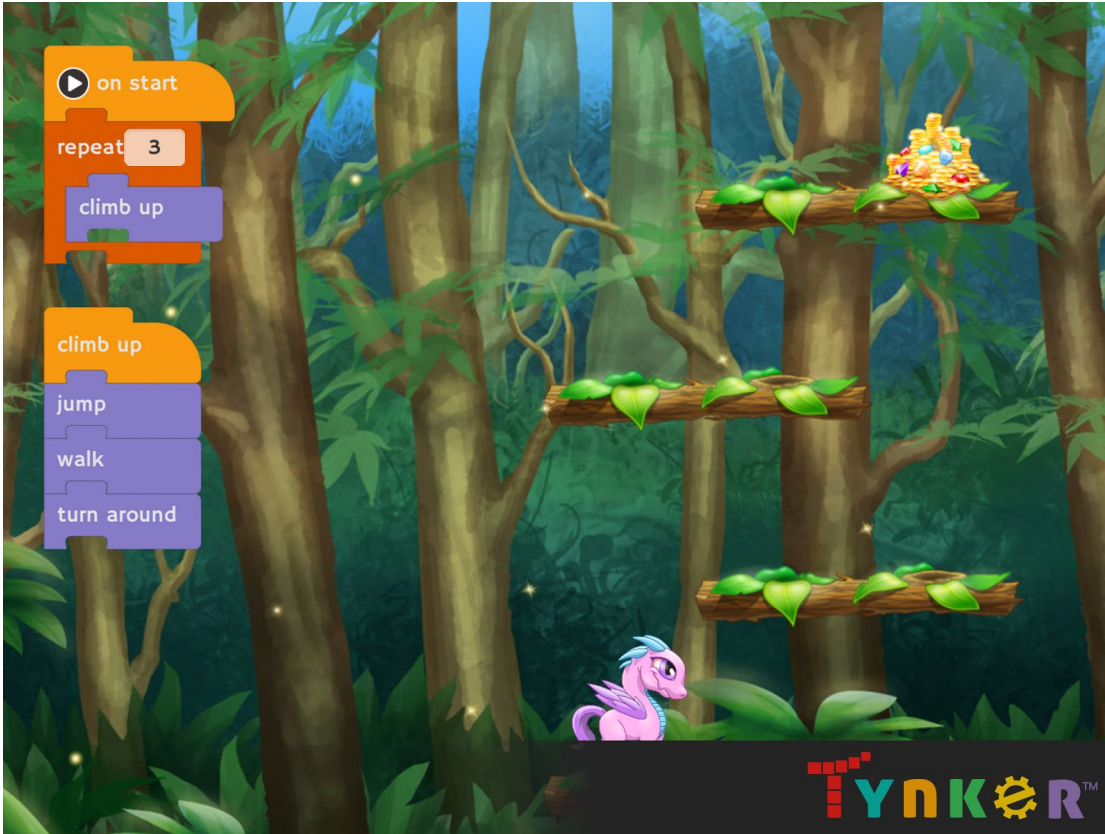
_____ ed out, grabbed my _____,

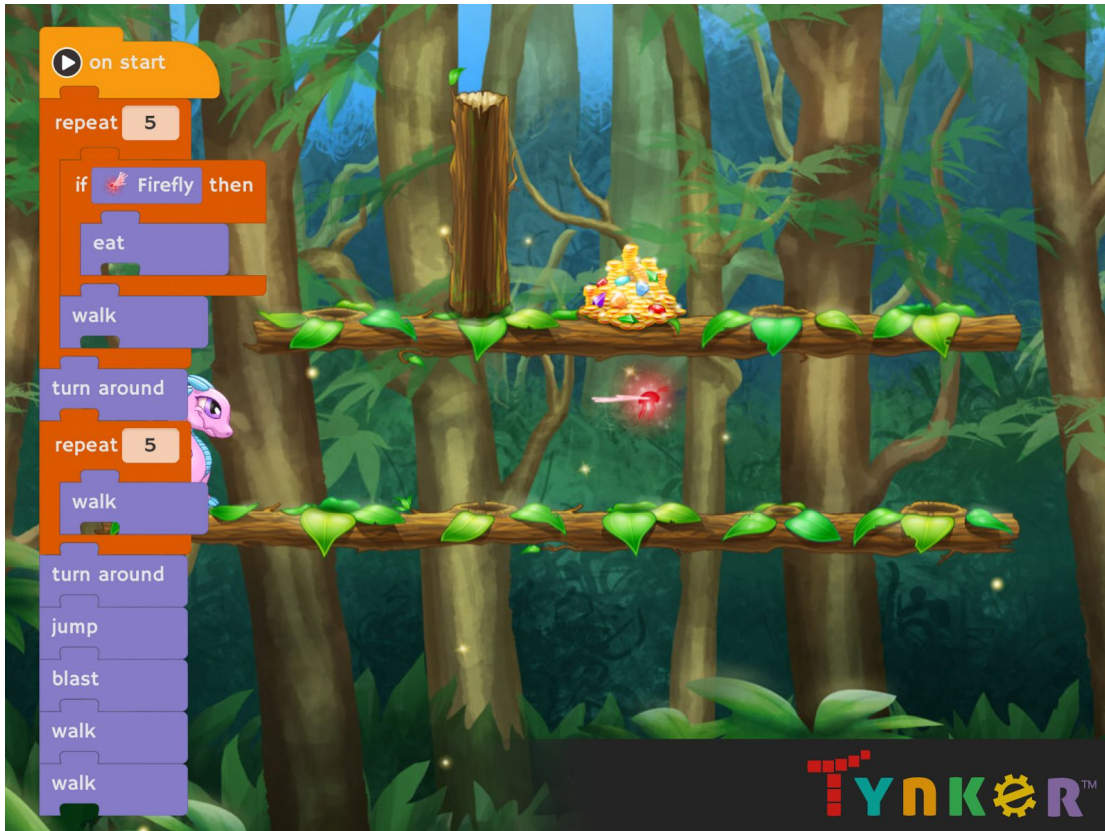
then _____.

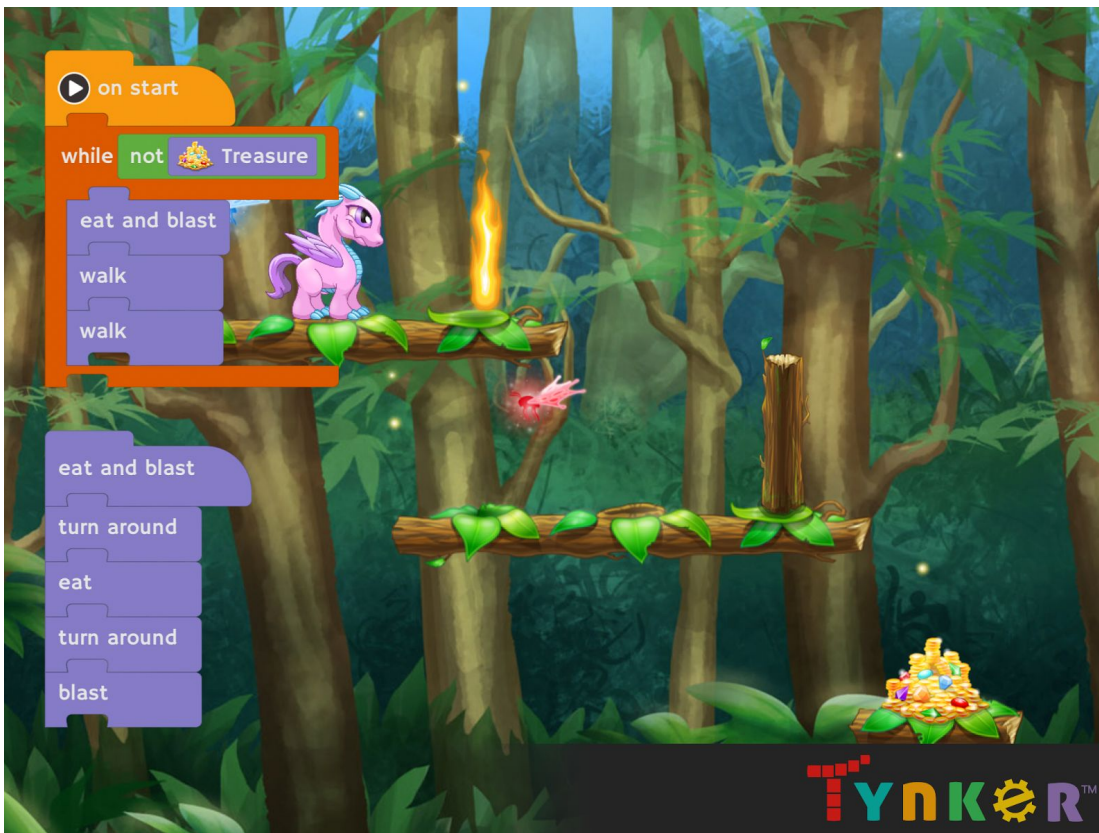
What _____ day!











The image displays a game level with a block-based programming interface on the left. The interface includes the following blocks:

- on start
- while not Treasure
- climb up
- climb up
- walk
- walk
- eat
- walk
- blast
- walk
- turn around
- jump

The game scene shows a pink dragon on a log platform in a forest. A stack of treasure is on the top log, and a red firefly is on the middle log. The TYNKER logo is visible in the bottom right corner.