

FREE

sprites

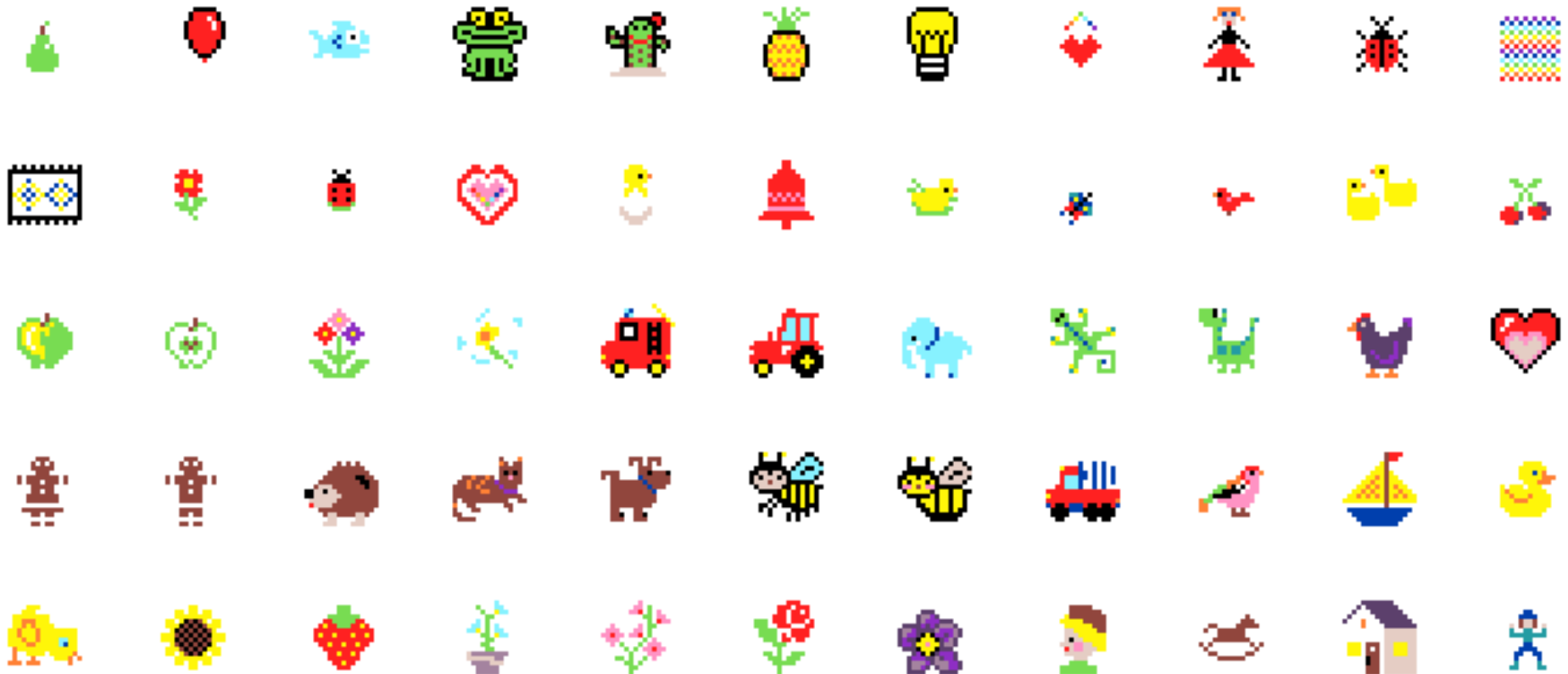
for

codeguppy.com

and

Microsoft MakeCode Arcade

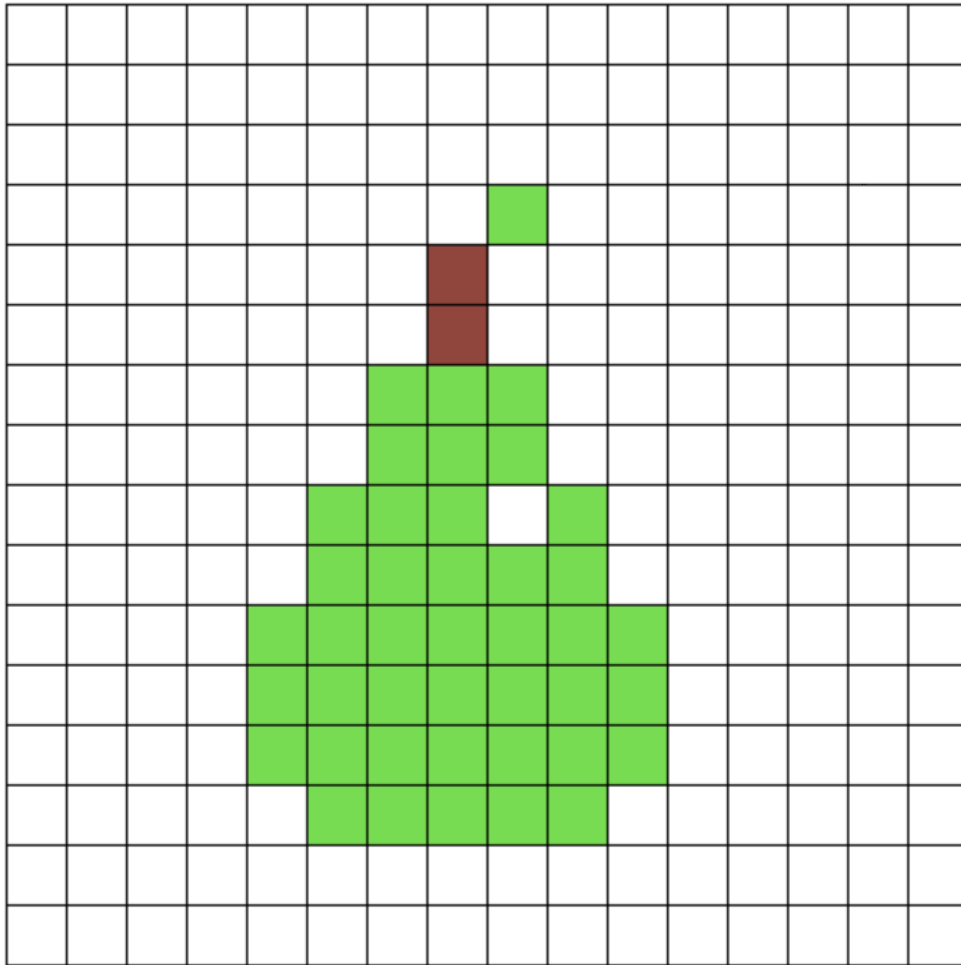
games



This booklet contains a collection of 80+ type-in sprites that you can use in your codeguppy.com or Microsoft MakeCode Arcade games and programs.

Use this at home, in the classroom or at your coding club.

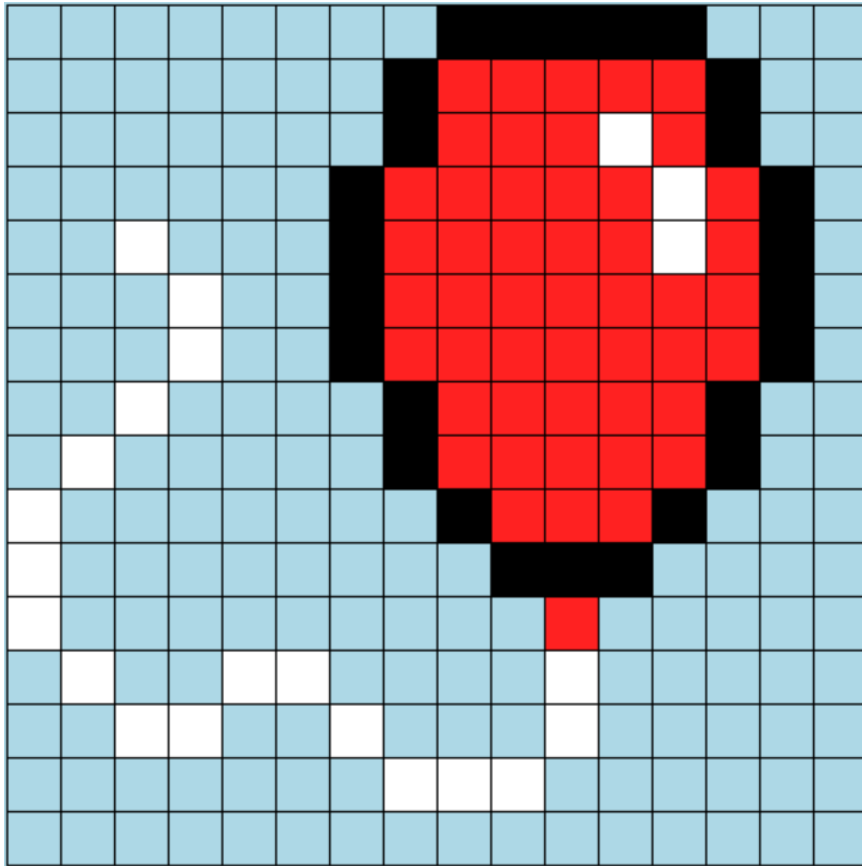
Happy Coding!



```
let myImg = img`  
  . . . . . . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . . . . . . .  
  . . . . . . . . . 7 . . . . . . . . . .  
  . . . . . . . . e . . . . . . . . . .  
  . . . . . . . . e . . . . . . . . . .  
  . . . . . . 7 7 7 . . . . . . . . . .  
  . . . . . . 7 7 7 . . . . . . . . . .  
  . . . . . 7 7 7 1 7 . . . . . . . . . .  
  . . . . . 7 7 7 7 7 . . . . . . . . . .  
  . . . . 7 7 7 7 7 7 . . . . . . . . . .  
  . . . . 7 7 7 7 7 7 . . . . . . . . . .  
  . . . . 7 7 7 7 7 7 . . . . . . . . . .  
  . . . . 7 7 7 7 7 . . . . . . . . . .  
  . . . . . . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . . . . . . .  
  `;  
;
```

```
// Microsoft MakeCode Arcade  
let mySprite = sprites.create(myImg);
```

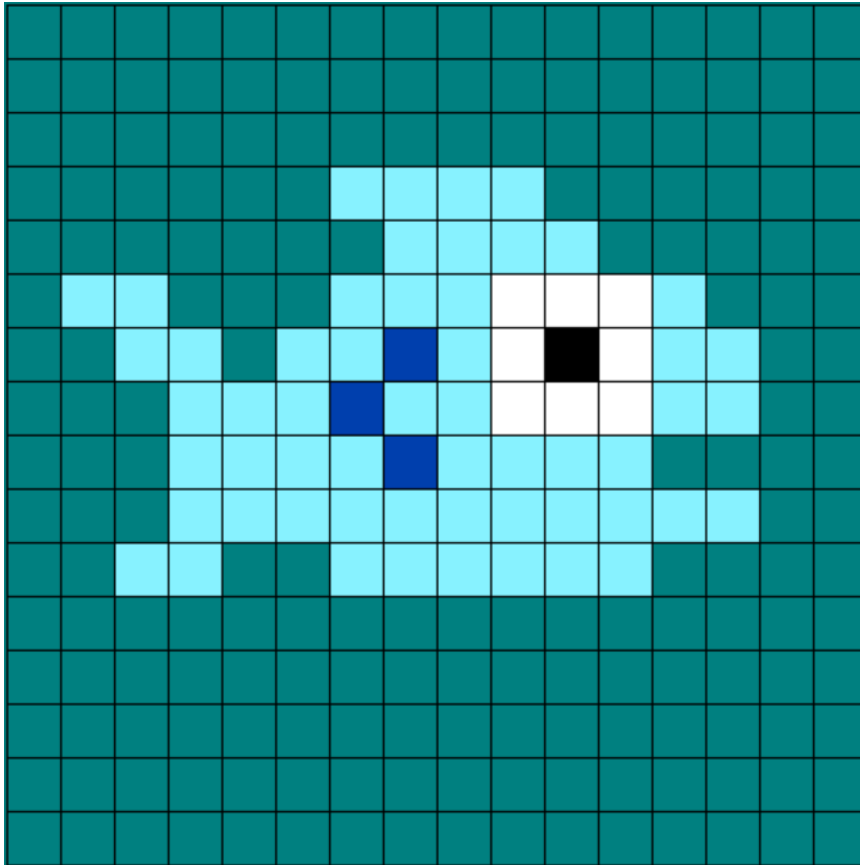
```
// CodeGuppy - coding platform for schools  
let mySprite = sprite(myImg);
```



```
let myImg = img`  
  . . . . . . . . f f f f f . . .  
  . . . . . . . . f 2 2 2 2 2 f . .  
  . . . . . . . . f 2 2 2 1 2 f . .  
  . . . . . . . . f 2 2 2 2 2 1 2 f .  
  . . 1 . . . . f 2 2 2 2 2 1 2 f .  
  . . . 1 . . . f 2 2 2 2 2 2 2 f .  
  . . . 1 . . . f 2 2 2 2 2 2 2 f .  
  . . 1 . . . . . f 2 2 2 2 2 f . .  
  . 1 . . . . . . f 2 2 2 2 2 f . .  
  1 . . . . . . . . f 2 2 2 f . . . .  
  1 . . . . . . . . . f f f . . . . .  
  1 . . . . . . . . . . 2 . . . . . .  
  . 1 . . 1 1 . . . . . 1 . . . . . .  
  . . 1 1 . . 1 . . . . 1 . . . . . .  
  . . . . . . . . 1 1 1 . . . . . . .  
  . . . . . . . . . . . . . . . . . .  
`;  
;
```

```
// Microsoft MakeCode Arcade  
let mySprite = sprites.create(myImg);
```

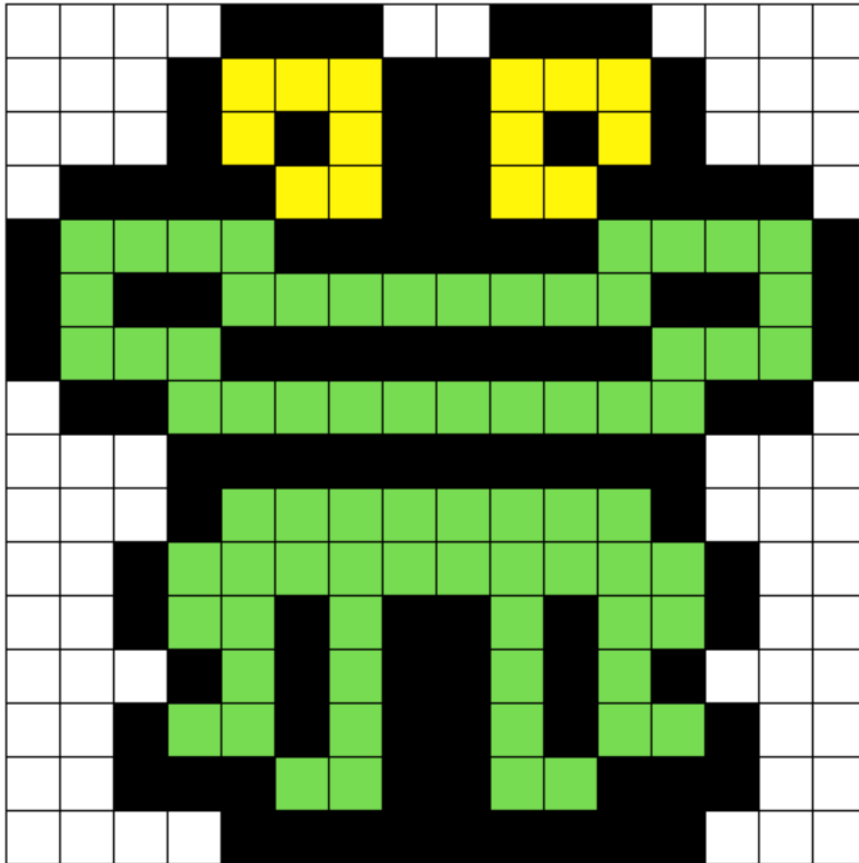
```
// CodeGuppy - coding platform for schools  
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
. . . . . . 9 9 9 9 . . . . . .
. . . . . . 9 9 9 9 . . . . . .
. 9 9 . . . 9 9 9 1 1 1 9 . . .
. . 9 9 . 9 9 8 9 1 f 1 9 9 . .
. . . 9 9 9 8 9 9 1 1 1 9 9 . .
. . . 9 9 9 9 8 9 9 9 9 . . . .
. . . 9 9 9 9 9 9 9 9 9 9 9 . .
. . 9 9 . . 9 9 9 9 9 9 . . . .
. . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
`
;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

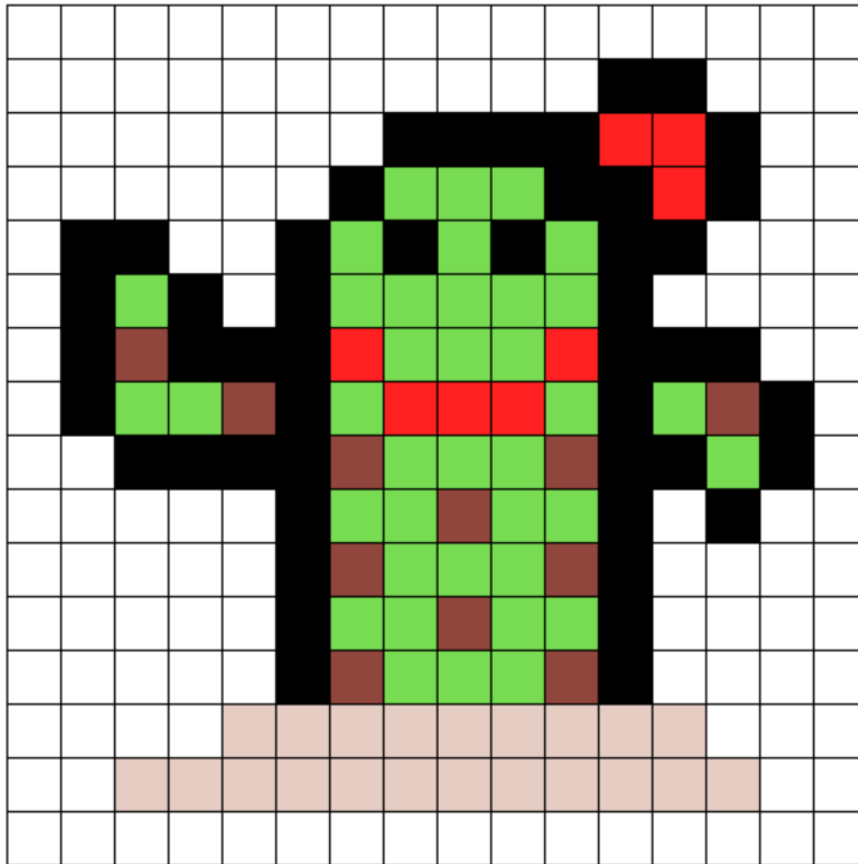
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`  
  . . . . f f f . . f f f . . . .  
  . . . f 5 5 5 f f 5 5 5 f . . .  
  . . . f 5 f 5 f f 5 f 5 f . . .  
  . f f f f 5 5 f f 5 5 f f f f .  
  f 7 7 7 7 f f f f f 7 7 7 7 f  
  f 7 f f 7 7 7 7 7 7 7 f f 7 f  
  f 7 7 7 f f f f f f f 7 7 7 f  
  . f f 7 7 7 7 7 7 7 7 7 f f .  
  . . . f f f f f f f f f . . .  
  . . . f 7 7 7 7 7 7 7 7 f . . .  
  . . f 7 7 7 7 7 7 7 7 7 f . .  
  . . f 7 7 f 7 f f 7 f 7 7 f . .  
  . . . f 7 f 7 f f 7 f 7 f . . .  
  . . f 7 7 f 7 f f 7 f 7 7 f . .  
  . . f f f 7 7 f f 7 7 f f f . .  
  . . . . f f f f f f f f . . .  
`;  
;
```

```
// Microsoft MakeCode Arcade  
let mySprite = sprites.create(myImg);
```

```
// CodeGuppy - coding platform for schools  
let mySprite = sprite(myImg);
```



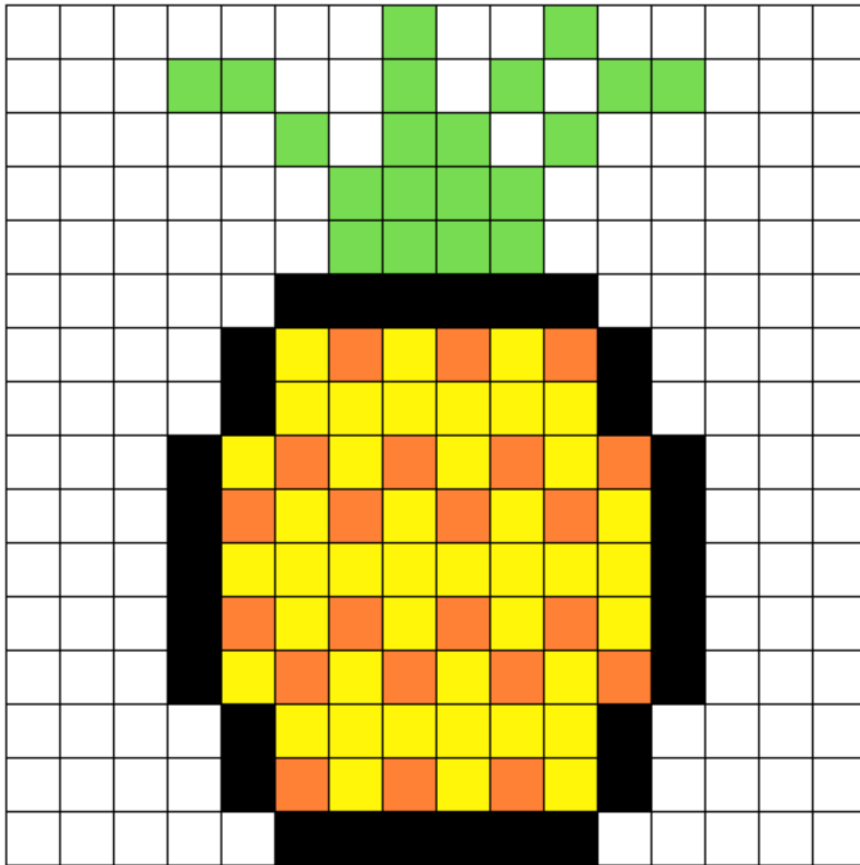
```
let myImg = img`
. . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . f f . . .
. . . . . . . f f f f 2 2 f . .
. . . . . . f 7 7 7 f f 2 f . .
. f f . . f 7 f 7 f 7 f f . . .
. f 7 f . f 7 7 7 7 7 f . . . .
. f e f f f 2 7 7 7 2 f f f . .
. f 7 7 e f 7 2 2 2 7 f 7 e f .
. . f f f f e 7 7 7 e f f 7 f .
. . . . . f 7 7 e 7 7 f . f . .
. . . . . f e 7 7 7 e f . . . .
. . . . . f 7 7 e 7 7 f . . . .
. . . . . f e 7 7 7 e f . . . .
. . . . . d d d d d d d d d . . .
. . d d d d d d d d d d d . .
. . . . . . . . . . . . . . . . .
`
;
```

```
// Microsoft MakeCode Arcade
```

```
let mySprite = sprites.create(myImg);
```

```
// CodeGuppy - coding platform for schools
```

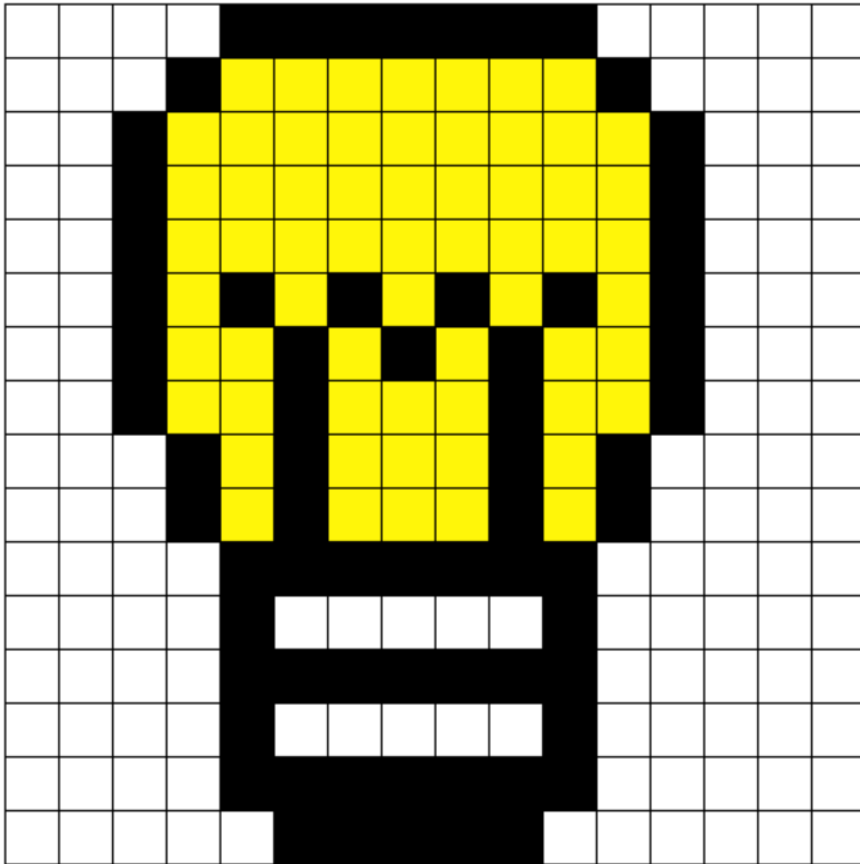
```
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . 7 . . 7 . . . . .
. . . 7 7 . . 7 . 7 . 7 7 . . .
. . . . . 7 . 7 7 . 7 . . . . .
. . . . . . 7 7 7 7 . . . . .
. . . . . . 7 7 7 7 . . . . .
. . . . . f f f f f f . . . . .
. . . . f 5 4 5 4 5 4 f . . . . .
. . . . f 5 5 5 5 5 5 f . . . . .
. . . f 5 4 5 4 5 4 5 4 f . . . .
. . . f 4 5 4 5 4 5 4 5 f . . . .
. . . f 5 5 5 5 5 5 5 5 f . . . .
. . . f 4 5 4 5 4 5 4 5 f . . . .
. . . f 5 4 5 4 5 4 5 4 f . . . .
. . . . f 5 5 5 5 5 5 f . . . .
. . . . f 4 5 4 5 4 5 f . . . .
. . . . . f f f f f f . . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

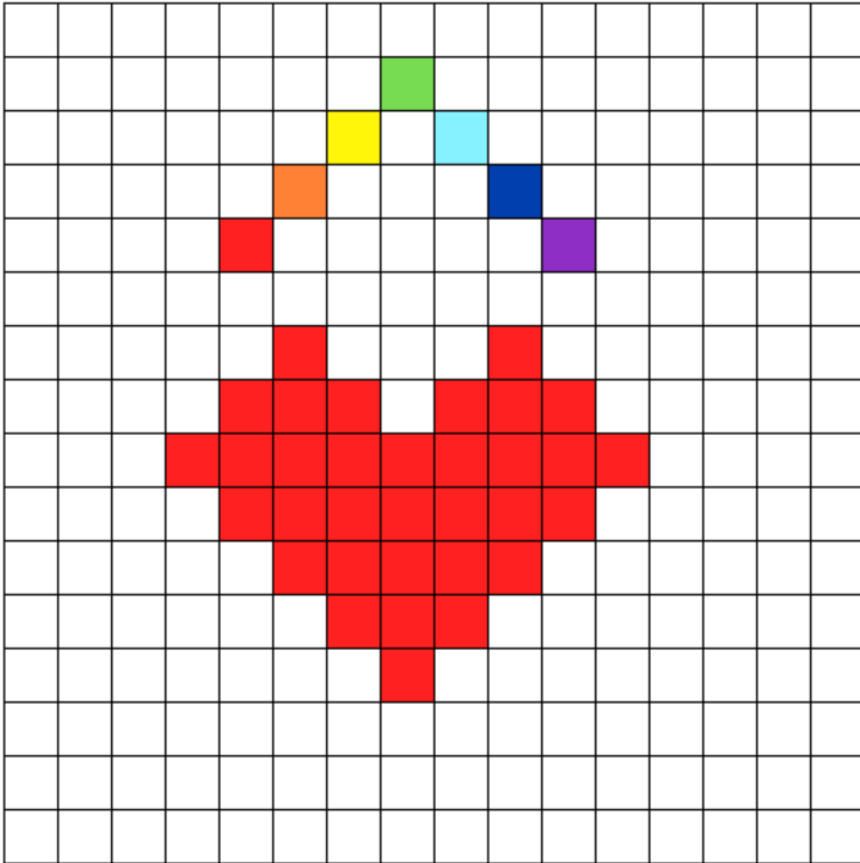
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```

```
let myImg = img`  
  . . . . f f f f f f f . . . .  
  . . . f 5 5 5 5 5 5 5 f . . . .  
  . . f 5 5 5 5 5 5 5 5 f . . . .  
  . . f 5 5 5 5 5 5 5 5 f . . . .  
  . . f 5 5 5 5 5 5 5 5 f . . . .  
  . . f 5 f 5 f 5 f 5 f 5 f . . . .  
  . . f 5 5 f 5 f 5 f 5 5 f . . . .  
  . . f 5 5 f 5 5 5 f 5 5 f . . . .  
  . . . f 5 f 5 5 5 f 5 f . . . .  
  . . . f 5 f 5 5 5 f 5 f . . . .  
  . . . . f f f f f f f . . . .  
  . . . . f 1 1 1 1 1 f . . . .  
  . . . . f f f f f f f . . . .  
  . . . . f 1 1 1 1 1 f . . . .  
  . . . . f f f f f f f . . . .  
  . . . . . f f f f f . . . . .  
`;  
;
```

```
// Microsoft MakeCode Arcade  
let mySprite = sprites.create(myImg);
```

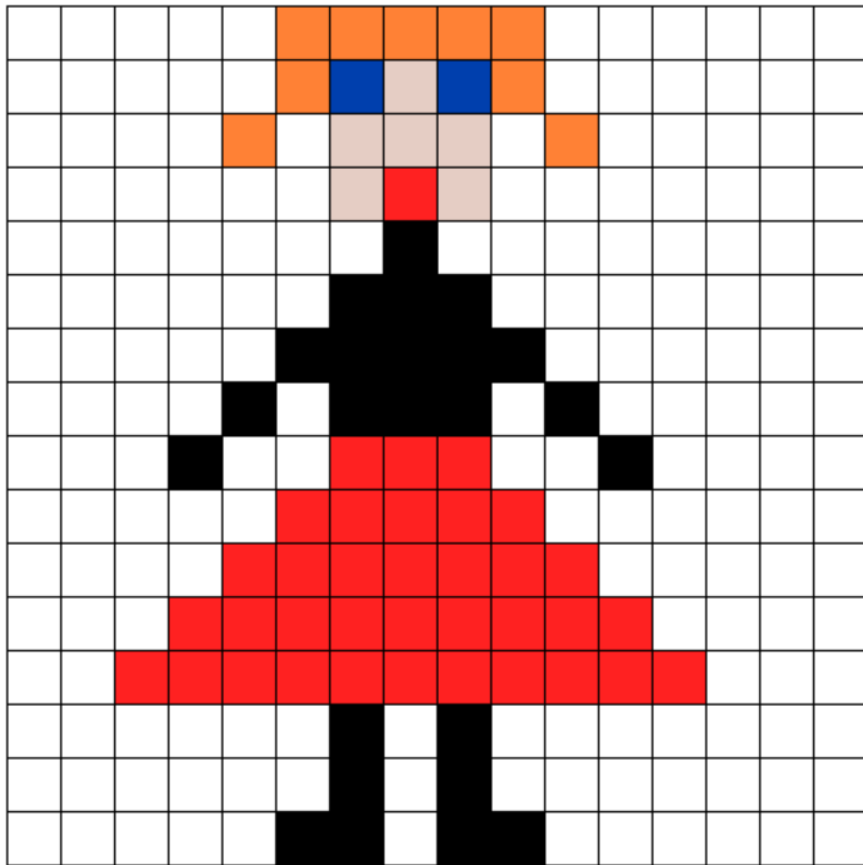
```
// CodeGuppy - coding platform for schools  
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . 7 . . . . . . . . . .
. . . . . . . 5 . 9 . . . . . . . . . .
. . . . . . 4 . . . 8 . . . . . . . . .
. . . . . 2 . . . . . a . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . 2 . . . 2 . . . . . . . . . .
. . . . . 2 2 2 . 2 2 2 . . . . . . . .
. . . . 2 2 2 2 2 2 2 2 . . . . . . .
. . . . . 2 2 2 2 2 2 . . . . . . . .
. . . . . . 2 2 2 2 2 . . . . . . . .
. . . . . . . 2 2 2 . . . . . . . . .
. . . . . . . . 2 . . . . . . . . . .
. . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

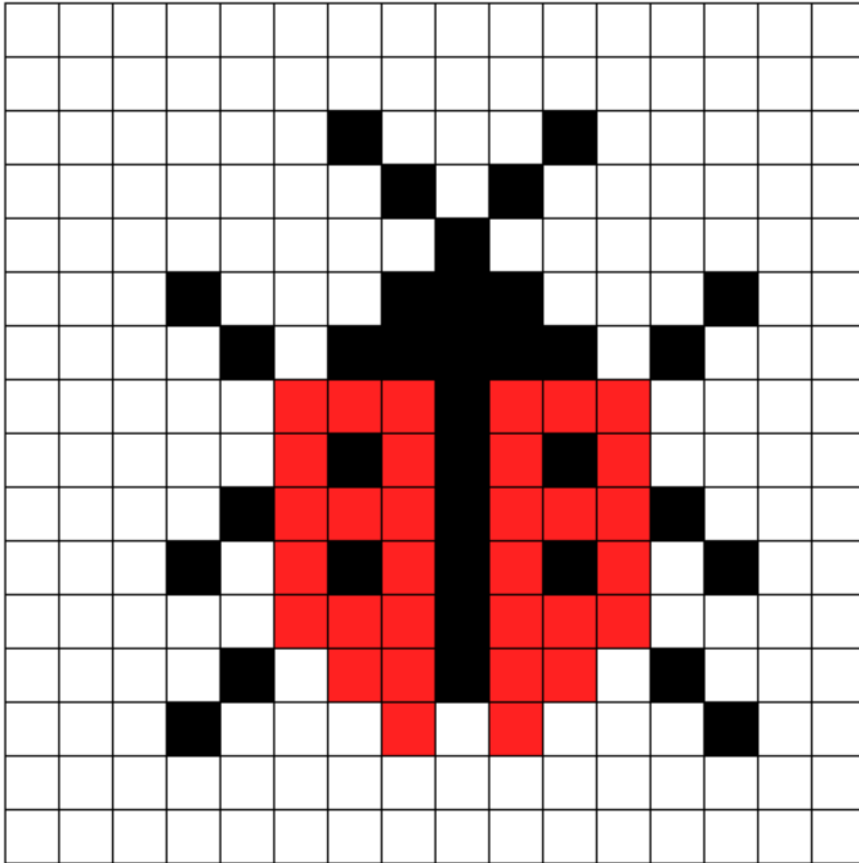
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . 4 4 4 4 4 . . . . .
. . . . . 4 8 d 8 4 . . . . .
. . . . . 4 . d d d . 4 . . . . .
. . . . . . . d 2 d . . . . .
. . . . . . . . f . . . . .
. . . . . . . f f f . . . . .
. . . . . f f f f f . . . . .
. . . . . f . f f f . f . . . . .
. . . . . f . . 2 2 2 . . f . . . . .
. . . . . 2 2 2 2 2 . . . . .
. . . . . 2 2 2 2 2 2 . . . . .
. . . . . 2 2 2 2 2 2 2 . . . . .
. . . . . 2 2 2 2 2 2 2 2 . . . . .
. . . . . . f . f . . . . .
. . . . . . f . f . . . . .
. . . . . f f . f f . . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

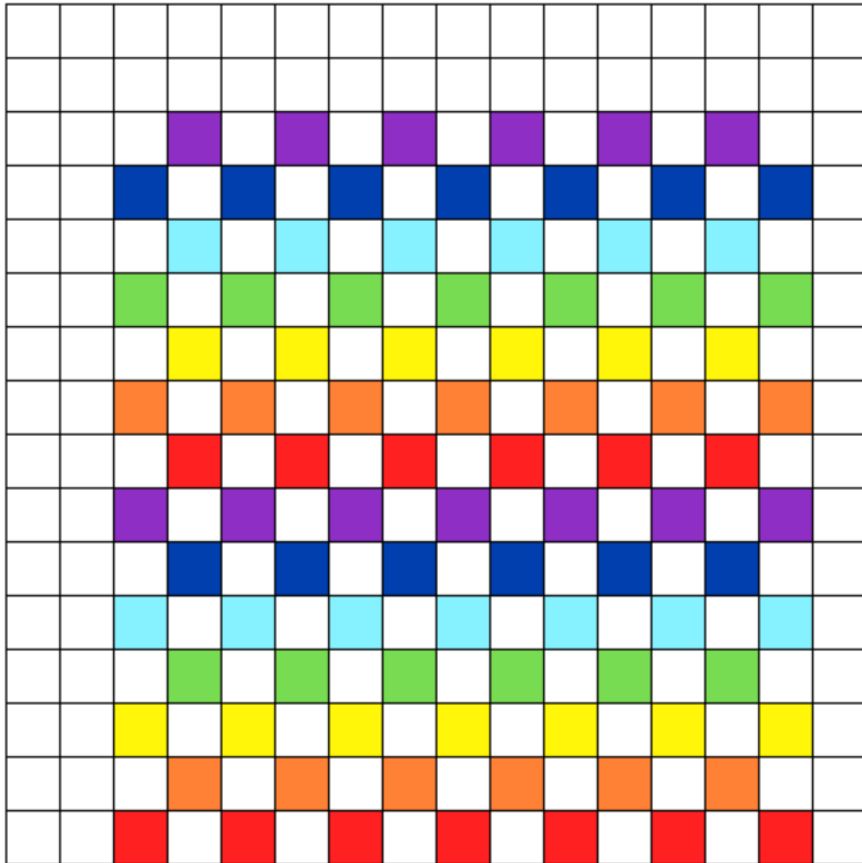
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
. . . . . . f . . . f . . . . .
. . . . . . . f . f . . . . .
. . . . . . . . f . . . . .
. . . f . . . f f f . . . f . .
. . . . f . f f f f f . f . . .
. . . . . 2 2 2 f 2 2 2 . . . .
. . . . . 2 f 2 f 2 f 2 . . . .
. . . . f 2 2 2 f 2 2 2 f . . .
. . . f . 2 f 2 f 2 f 2 . f . .
. . . . . 2 2 2 f 2 2 2 . . . .
. . . . f . 2 2 f 2 2 . f . . .
. . . f . . . 2 . 2 . . . f . .
. . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

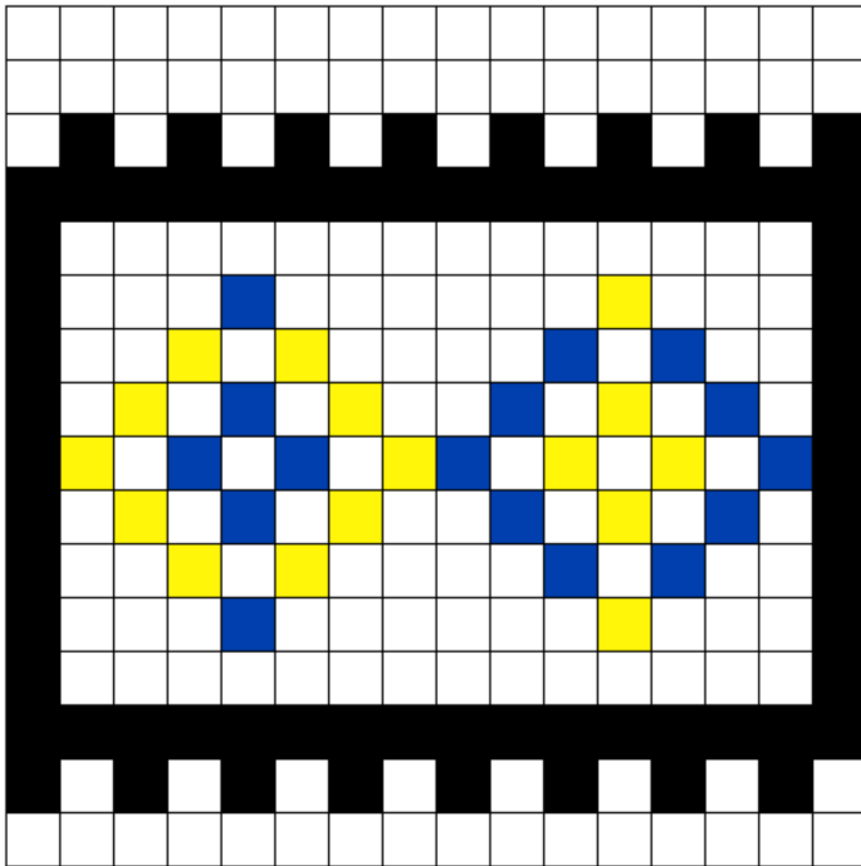
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . .
. . . . .
. . 1 a 1 a 1 a 1 a 1 a 1 .
. . 8 1 8 1 8 1 8 1 8 1 8 .
. . 1 9 1 9 1 9 1 9 1 9 1 .
. . 7 1 7 1 7 1 7 1 7 1 7 .
. . 1 5 1 5 1 5 1 5 1 5 1 .
. . 4 1 4 1 4 1 4 1 4 1 4 .
. . 1 2 1 2 1 2 1 2 1 2 1 .
. . a 1 a 1 a 1 a 1 a 1 a .
. . 1 8 1 8 1 8 1 8 1 8 1 .
. . 9 1 9 1 9 1 9 1 9 1 9 .
. . 1 7 1 7 1 7 1 7 1 7 1 .
. . 5 1 5 1 5 1 5 1 5 1 5 .
. . 1 4 1 4 1 4 1 4 1 4 1 .
. . 2 1 2 1 2 1 2 1 2 1 2 .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

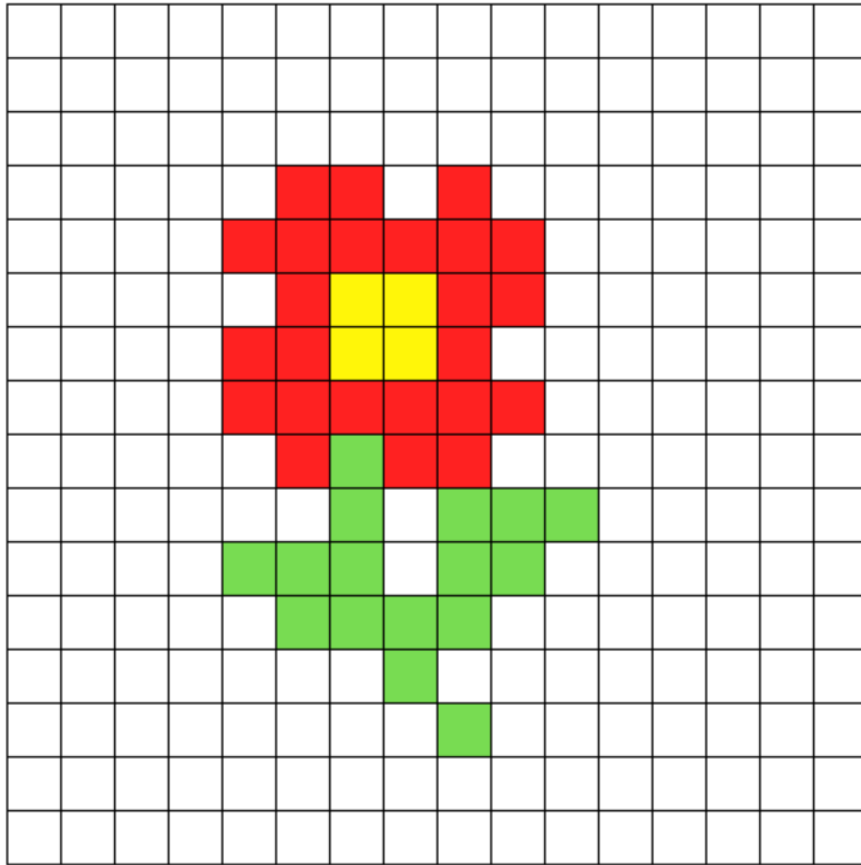
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
. f . f . f . f . f . f . f . f
f f f f f f f f f f f f f f f
f 1 1 1 1 1 1 1 1 1 1 1 1 1 f
f 1 1 1 8 1 1 1 1 1 1 5 1 1 1 f
f 1 1 5 1 5 1 1 1 1 8 1 8 1 1 f
f 1 5 1 8 1 5 1 1 8 1 5 1 8 1 f
f 5 1 8 1 8 1 5 8 1 5 1 5 1 8 f
f 1 5 1 8 1 5 1 1 8 1 5 1 8 1 f
f 1 1 5 1 5 1 1 1 1 8 1 8 1 1 f
f 1 1 1 8 1 1 1 1 1 1 5 1 1 1 f
f 1 1 1 1 1 1 1 1 1 1 1 1 1 1 f
f f f f f f f f f f f f f f f
f . f . f . f . f . f . f . f .
. . . . . . . . . . . . . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```

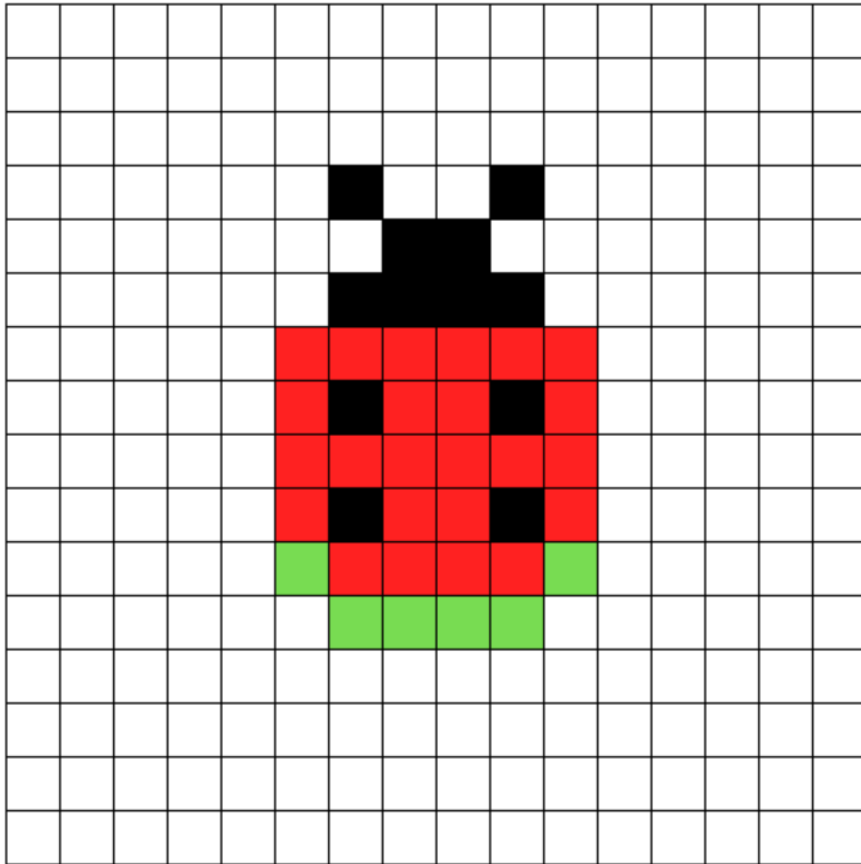
let myImg = img`
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . 2 2 . 2 . . . . . . . . . .
. . . . . 2 2 2 2 2 2 . . . . . . . . .
. . . . . . 2 5 5 2 2 . . . . . . . . .
. . . . . 2 2 5 5 2 . . . . . . . . . .
. . . . . 2 2 2 2 2 2 . . . . . . . . .
. . . . . . 2 7 2 2 . . . . . . . . . .
. . . . . . . 7 . 7 7 7 . . . . . . . . .
. . . . . 7 7 7 . 7 7 . . . . . . . . .
. . . . . . 7 7 7 7 . . . . . . . . . .
. . . . . . . . 7 . . . . . . . . . . .
. . . . . . . . . 7 . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
;
    
```

```

// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
    
```

```

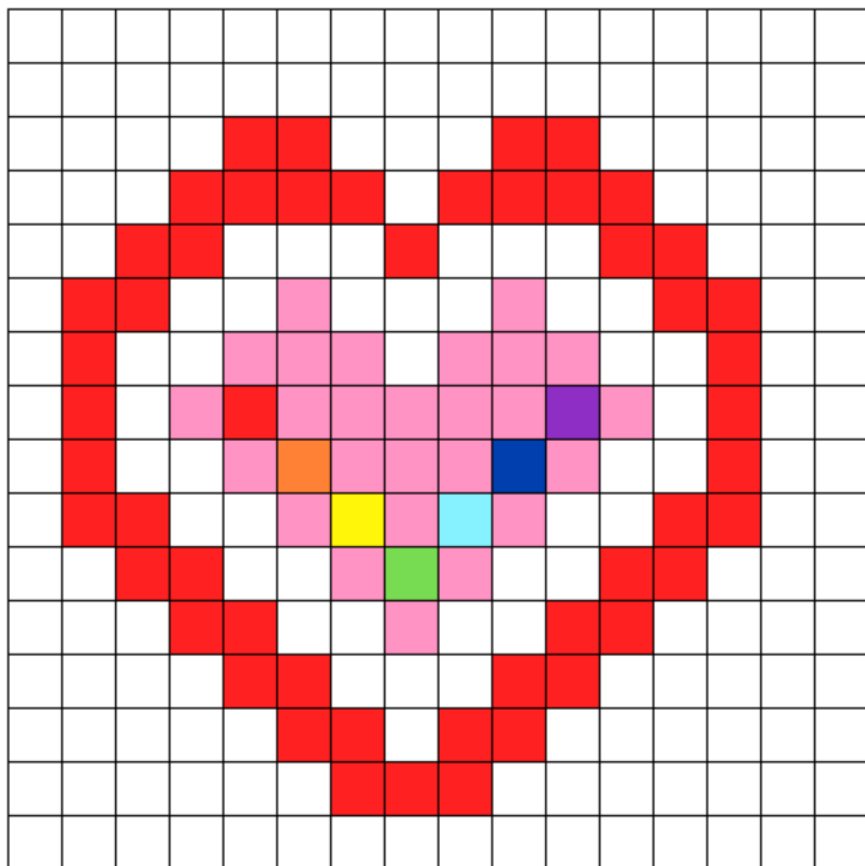
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
    
```



```
let myImg = img`
. . . . .
. . . . .
. . . . .
. . . . f . f . . . .
. . . . . f f . . . .
. . . . . f f f f . . . .
. . . . . 2 2 2 2 2 . . . .
. . . . . 2 f 2 2 f 2 . . . .
. . . . . 2 2 2 2 2 . . . .
. . . . . 2 f 2 2 f 2 . . . .
. . . . . 7 2 2 2 2 7 . . . .
. . . . . . 7 7 7 7 . . . .
. . . . .
. . . . .
. . . . .
. . . . .
. . . . .
. . . . .
;`
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

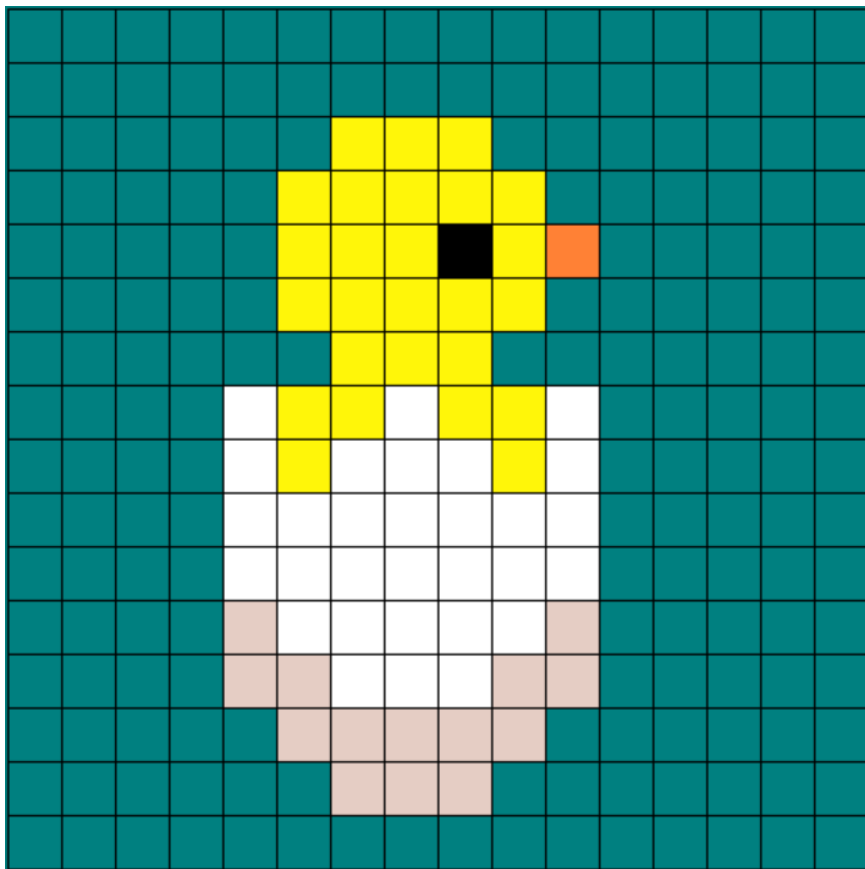
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```

```
let myImg = img`
. . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
. . . . 2 2 . . . 2 2 . . . . .
. . . 2 2 2 2 . 2 2 2 2 . . . .
. . 2 2 1 1 1 2 1 1 1 2 2 . . .
. 2 2 1 1 3 1 1 1 3 1 1 2 2 . .
. 2 1 1 3 3 3 1 3 3 3 1 1 2 . .
. 2 1 3 2 3 3 3 3 3 a 3 1 2 . .
. 2 1 1 3 4 3 3 3 8 3 1 1 2 . .
. 2 2 1 1 3 5 3 9 3 1 1 2 2 . .
. . 2 2 1 1 3 7 3 1 1 2 2 . . .
. . . 2 2 1 1 3 1 1 2 2 . . . .
. . . . 2 2 1 1 1 2 2 . . . . .
. . . . . 2 2 1 2 2 . . . . . .
. . . . . . 2 2 2 . . . . . . .
. . . . . . . . . . . . . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

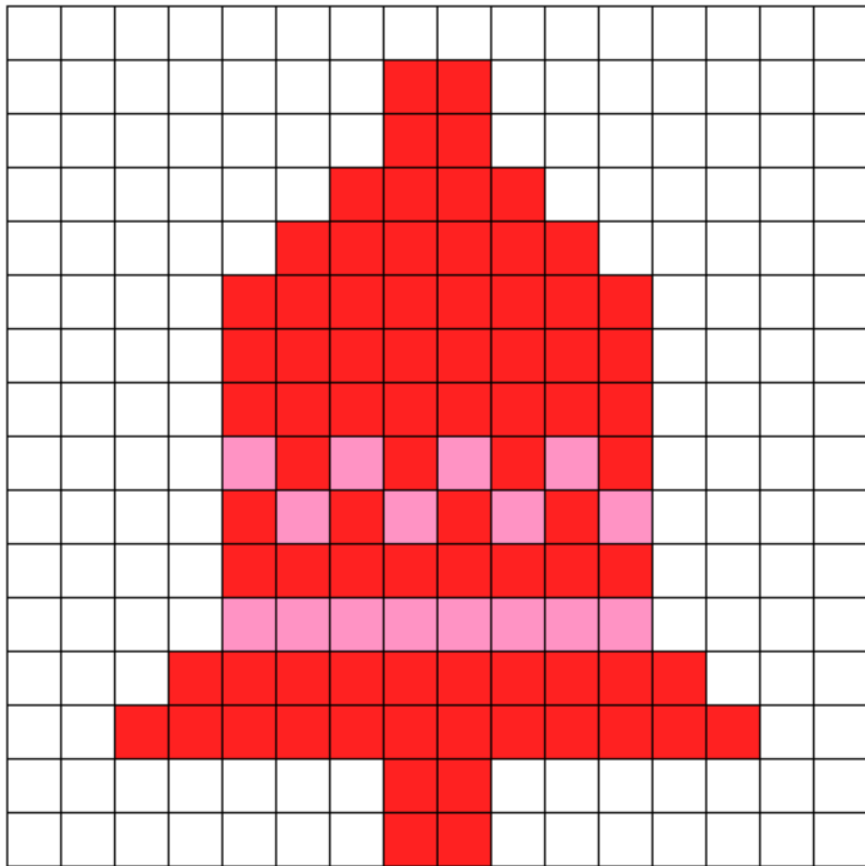
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`  
  . . . . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . . . . .  
  . . . . . . . 5 5 5 . . . . . . . . .  
  . . . . . . 5 5 5 5 5 . . . . . . . .  
  . . . . . . 5 5 5 f 5 4 . . . . . . .  
  . . . . . . 5 5 5 5 5 . . . . . . . .  
  . . . . . . . 5 5 5 . . . . . . . . .  
  . . . . . 1 5 5 1 5 5 1 . . . . . . . .  
  . . . . . 1 5 1 1 1 5 1 . . . . . . . .  
  . . . . . 1 1 1 1 1 1 1 . . . . . . . .  
  . . . . . 1 1 1 1 1 1 1 . . . . . . . .  
  . . . . . d 1 1 1 1 1 d . . . . . . . .  
  . . . . . d d 1 1 1 d d . . . . . . . .  
  . . . . . . d d d d d . . . . . . . . .  
  . . . . . . . d d d . . . . . . . . . .  
  . . . . . . . . . . . . . . . . . . . .  
  `;  
;
```

```
// Microsoft MakeCode Arcade  
let mySprite = sprites.create(myImg);
```

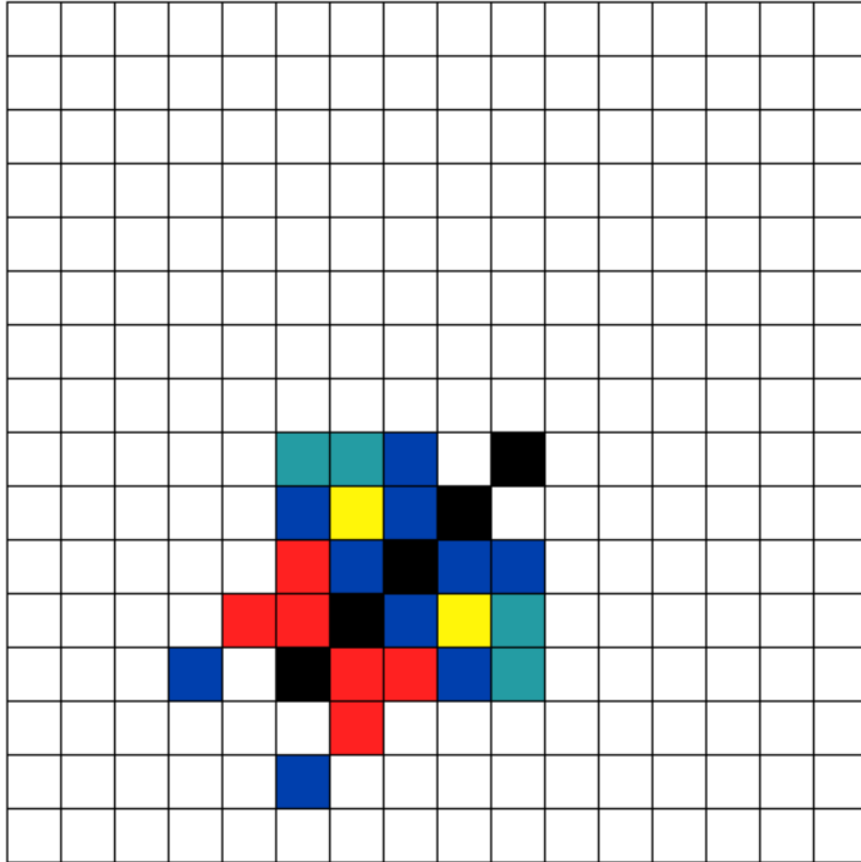
```
// CodeGuppy - coding platform for schools  
let mySprite = sprite(myImg);
```



```
let myImg = img`  
  . . . . . . . . . . . . . . . . .  
  . . . . . . . . 2 2 . . . . . . .  
  . . . . . . . . 2 2 . . . . . . .  
  . . . . . . . 2 2 2 2 . . . . . . .  
  . . . . . . 2 2 2 2 2 2 . . . . . .  
  . . . . . 2 2 2 2 2 2 2 2 . . . . .  
  . . . . . 2 2 2 2 2 2 2 2 . . . . .  
  . . . . . 2 2 2 2 2 2 2 2 . . . . .  
  . . . . . 3 2 3 2 3 2 3 2 . . . . .  
  . . . . . 2 3 2 3 2 3 2 3 . . . . .  
  . . . . . 2 2 2 2 2 2 2 2 . . . . .  
  . . . . . 3 3 3 3 3 3 3 3 . . . . .  
  . . . 2 2 2 2 2 2 2 2 2 2 . . . . .  
  . . 2 2 2 2 2 2 2 2 2 2 2 . . . . .  
  . . . . . . . . 2 2 . . . . . . . .  
  . . . . . . . . 2 2 . . . . . . . .  
`;  
;
```

```
// Microsoft MakeCode Arcade  
let mySprite = sprites.create(myImg);
```

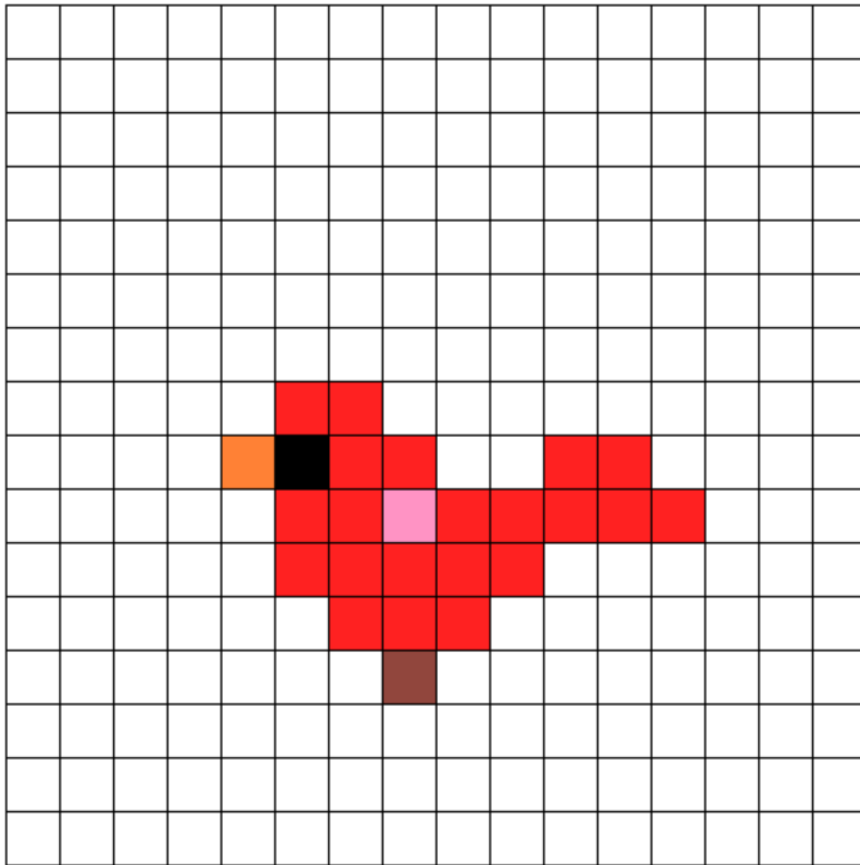
```
// CodeGuppy - coding platform for schools  
let mySprite = sprite(myImg);
```

```
let myImg = img`
. . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
. . . . . 6 6 8 . f . . . . . .
. . . . . 8 5 8 f . . . . . .
. . . . . 2 8 f 8 8 . . . . . .
. . . . . 2 2 f 8 5 6 . . . . . .
. . . 8 . f 2 2 8 6 . . . . . .
. . . . . . 2 . . . . . . . . .
. . . . . . 8 . . . . . . . . .
. . . . . . . . . . . . . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

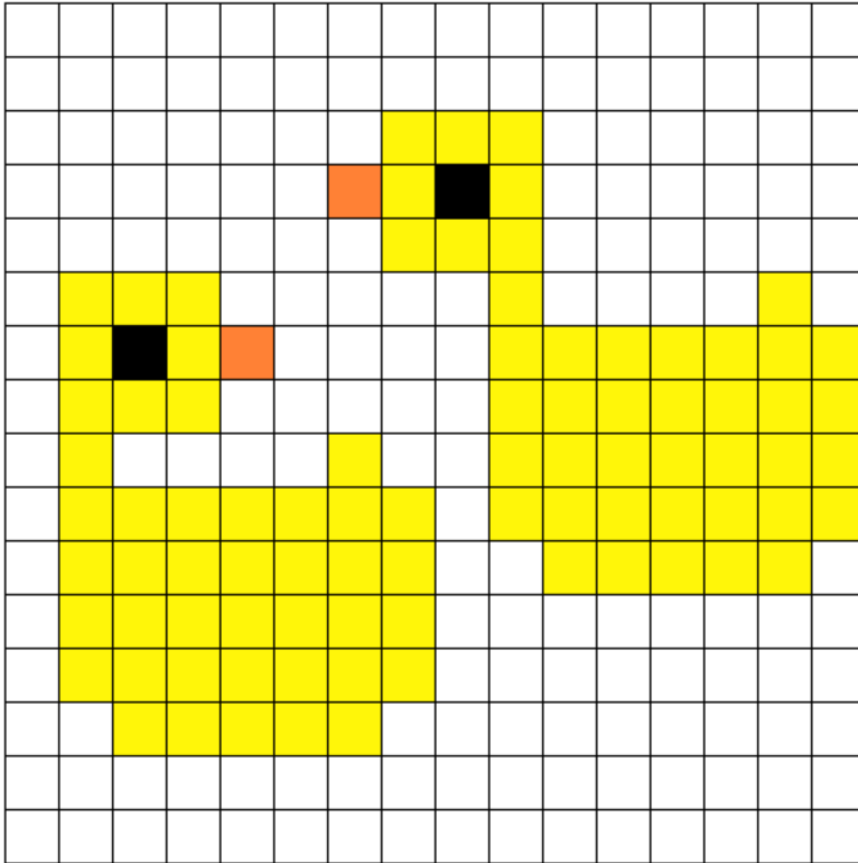
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`  
  . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . .  
  . . . . . 2 2 . . . . . . . . .  
  . . . . 4 f 2 2 . . 2 2 . . . . .  
  . . . . . 2 2 3 2 2 2 2 . . . . .  
  . . . . . 2 2 2 2 2 . . . . . . .  
  . . . . . . 2 2 2 . . . . . . . .  
  . . . . . . . e . . . . . . . . .  
  . . . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . . . .  
`;  
;
```

```
// Microsoft MakeCode Arcade  
let mySprite = sprites.create(myImg);
```

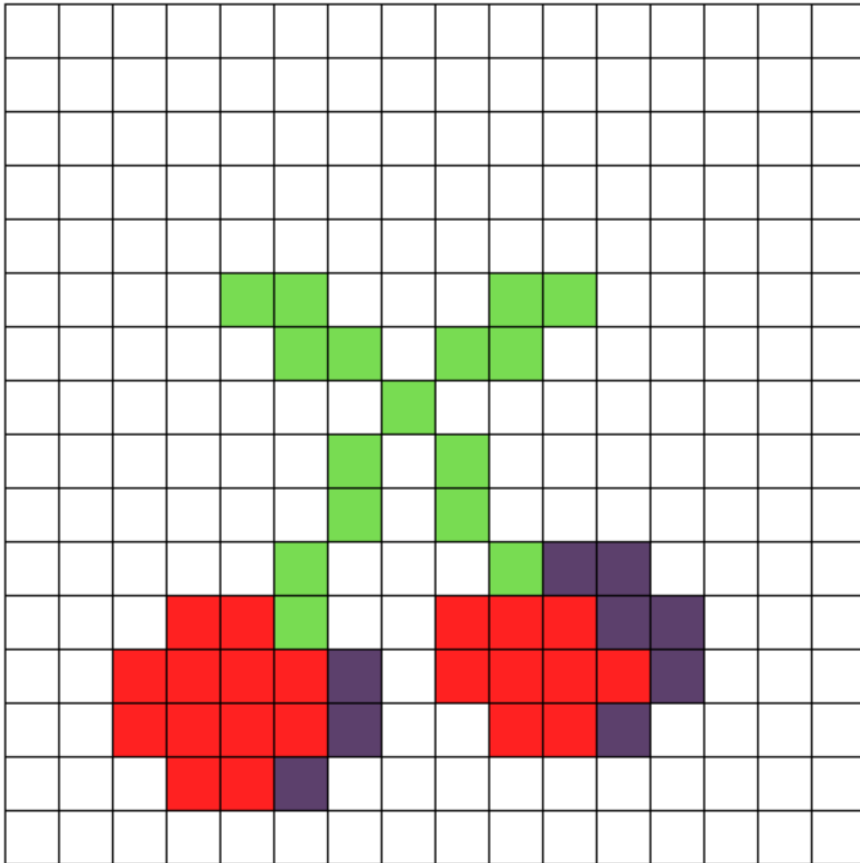
```
// CodeGuppy - coding platform for schools  
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
. . . . . . . 5 5 5 . . . . . .
. . . . . . 4 5 f 5 . . . . . .
. . . . . . 5 5 5 . . . . . .
. 5 5 5 . . . . . 5 . . . . 5 .
. 5 f 5 4 . . . . 5 5 5 5 5 5 5
. 5 5 5 . . . . . 5 5 5 5 5 5 5
. 5 . . . . 5 . . 5 5 5 5 5 5 5
. 5 5 5 5 5 5 5 . 5 5 5 5 5 5
. 5 5 5 5 5 5 5 . . 5 5 5 5 5 .
. 5 5 5 5 5 5 5 . . . . . . . .
. 5 5 5 5 5 5 5 . . . . . . . .
. . 5 5 5 5 5 . . . . . . . .
. . . . . . . . . . . . . . .
. . . . . . . . . . . . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

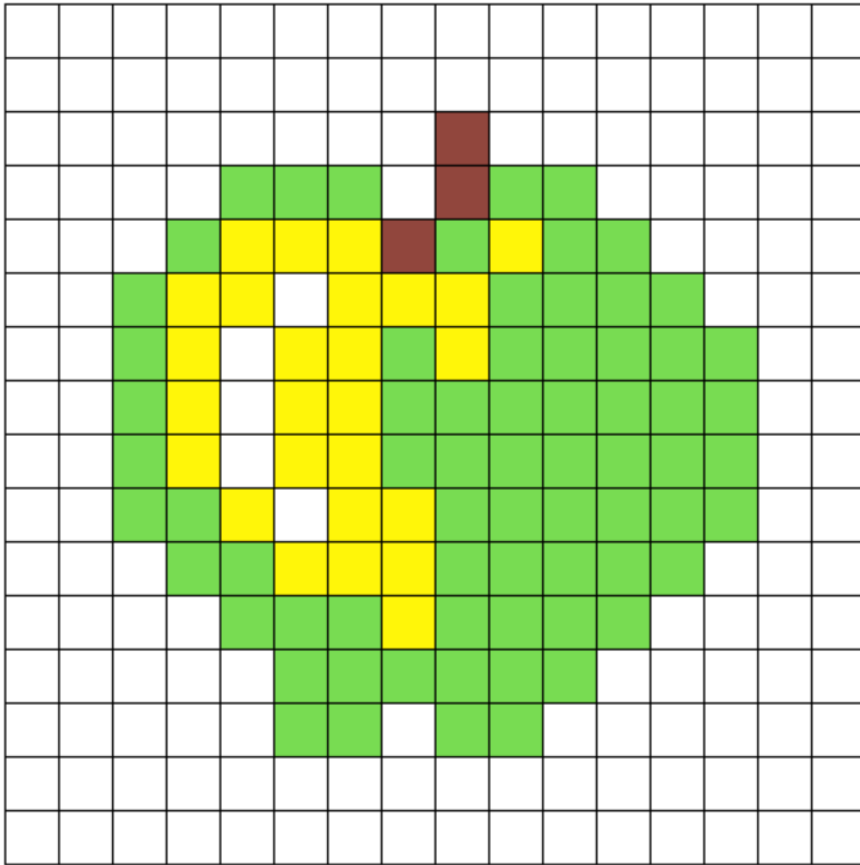
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`  
  . . . . . . . . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . . . . . . . . .  
  . . . . 7 7 . . . 7 7 . . . . . . . . . .  
  . . . . . 7 7 . 7 7 . . . . . . . . . .  
  . . . . . . . 7 . . . . . . . . . . . . . .  
  . . . . . . . 7 . 7 . . . . . . . . . . . .  
  . . . . . . . 7 . 7 . . . . . . . . . . . .  
  . . . . . 7 . . . 7 c c . . . . . . . . . .  
  . . . . 2 2 7 . . 2 2 2 c c . . . . . . . . . .  
  . . 2 2 2 2 c . 2 2 2 2 c . . . . . . . . . .  
  . . 2 2 2 2 c . . 2 2 c . . . . . . . . . .  
  . . . 2 2 c . . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . . . . . . . . .  
  `;  
`;
```

```
// Microsoft MakeCode Arcade  
let mySprite = sprites.create(myImg);
```

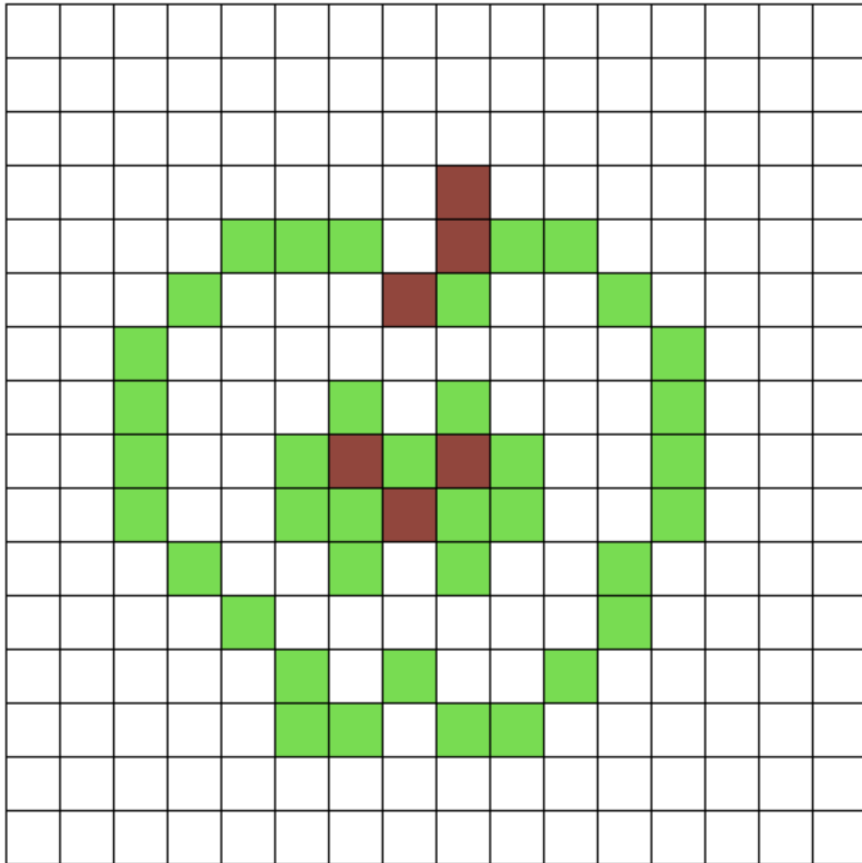
```
// CodeGuppy - coding platform for schools  
let mySprite = sprite(myImg);
```

```
let myImg = img`
. . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . .
. . . . . . . . . e . . . . . . . .
. . . . 7 7 7 . e 7 7 . . . . . .
. . . 7 5 5 5 e 7 5 7 7 . . . . .
. . 7 5 5 1 5 5 5 7 7 7 7 . . . .
. 7 5 1 5 5 7 5 7 7 7 7 7 . . . .
. 7 5 1 5 5 7 7 7 7 7 7 7 . . . .
. 7 5 1 5 5 7 7 7 7 7 7 7 . . . .
. 7 7 5 1 5 5 7 7 7 7 7 7 . . . .
. . . 7 7 5 5 5 7 7 7 7 7 . . . .
. . . . 7 7 7 5 7 7 7 7 . . . . .
. . . . . 7 7 7 7 7 7 . . . . . .
. . . . . 7 7 . 7 7 . . . . . . .
. . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

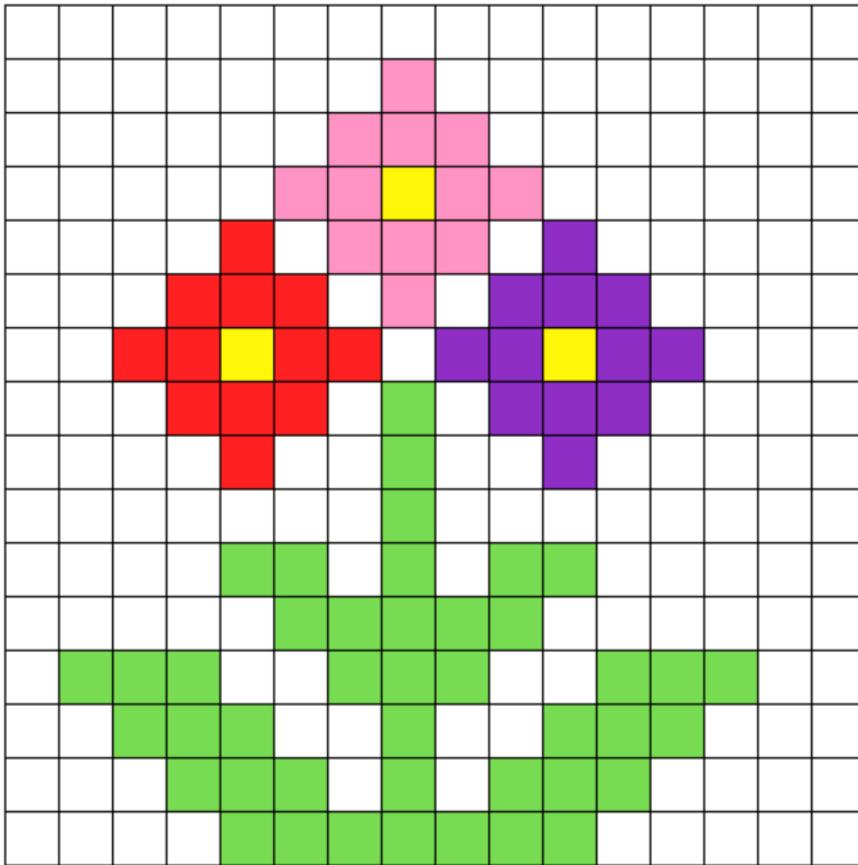
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`  
  . . . . . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . . . . . .  
  . . . . . . . . . . e . . . . . . . . .  
  . . . . 7 7 7 . e 7 7 . . . . . . . . .  
  . . . . 7 1 1 1 e 7 1 1 7 . . . . . . .  
  . . 7 1 1 1 1 1 1 1 1 1 7 . . . . . . .  
  . . 7 1 1 1 7 1 7 1 1 1 7 . . . . . . .  
  . . 7 1 1 7 e 7 e 7 1 1 7 . . . . . . .  
  . . 7 1 1 7 7 e 7 7 1 1 7 . . . . . . .  
  . . . 7 1 1 7 1 7 1 1 7 . . . . . . .  
  . . . . 7 1 1 1 1 1 1 7 . . . . . . .  
  . . . . . 7 1 7 1 1 7 . . . . . . . . .  
  . . . . . 7 7 . 7 7 . . . . . . . . .  
  . . . . . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . . . . . .  
`;  
;
```

```
// Microsoft MakeCode Arcade  
let mySprite = sprites.create(myImg);
```

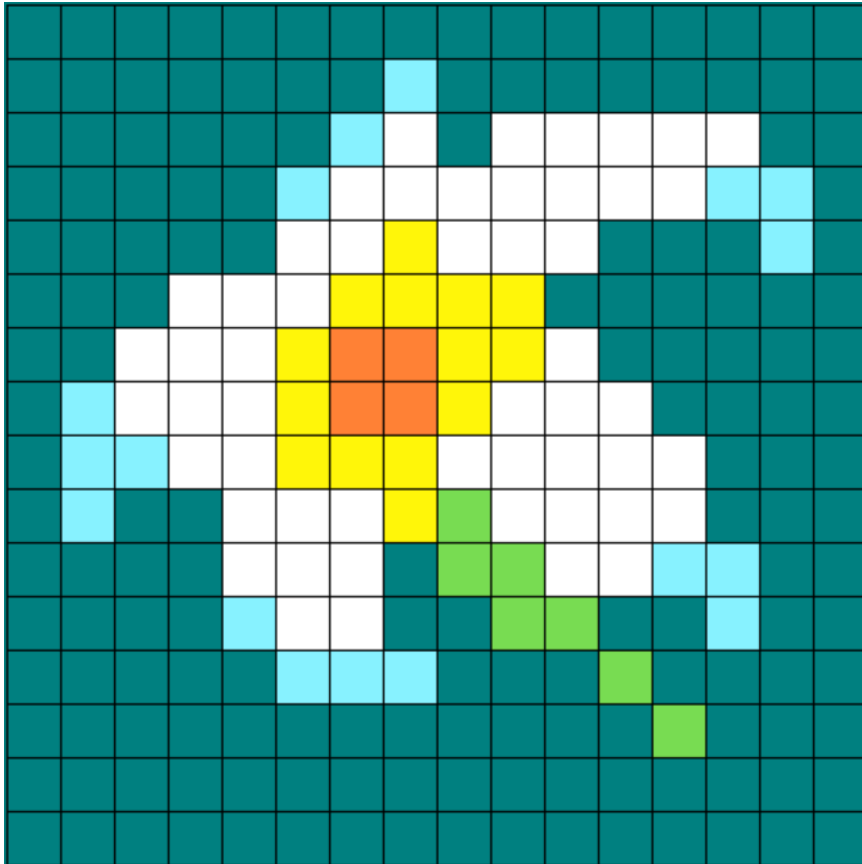
```
// CodeGuppy - coding platform for schools  
let mySprite = sprite(myImg);
```



```
let myImg = img`  
  . . . . . . . . . . . . . . . . . . . . .  
  . . . . . . . . . 3 . . . . . . . . . . .  
  . . . . . . . . 3 3 3 . . . . . . . . . .  
  . . . . . . 3 3 5 3 3 . . . . . . . . . .  
  . . . . . 2 . 3 3 3 . a . . . . . . . . . .  
  . . . 2 2 2 . 3 . a a a . . . . . . . . . .  
  . . 2 2 5 2 2 . a a 5 a a . . . . . . . . . .  
  . . . 2 2 2 . 7 . a a a . . . . . . . . . .  
  . . . . 2 . . 7 . . a . . . . . . . . . .  
  . . . . . . . . 7 . . . . . . . . . . . . . .  
  . . . . 7 7 . 7 . 7 7 . . . . . . . . . .  
  . . . . . 7 7 7 7 7 . . . . . . . . . . . . . .  
  . 7 7 7 . . 7 7 7 . . 7 7 7 . . . . . . . . . .  
  . . 7 7 7 . . 7 . . 7 7 7 . . . . . . . . . .  
  . . . 7 7 7 . 7 . 7 7 7 . . . . . . . . . .  
  . . . . 7 7 7 7 7 7 7 . . . . . . . . . .  
`;  
;
```

```
// Microsoft MakeCode Arcade  
let mySprite = sprites.create(myImg);
```

```
// CodeGuppy - coding platform for schools  
let mySprite = sprite(myImg);
```



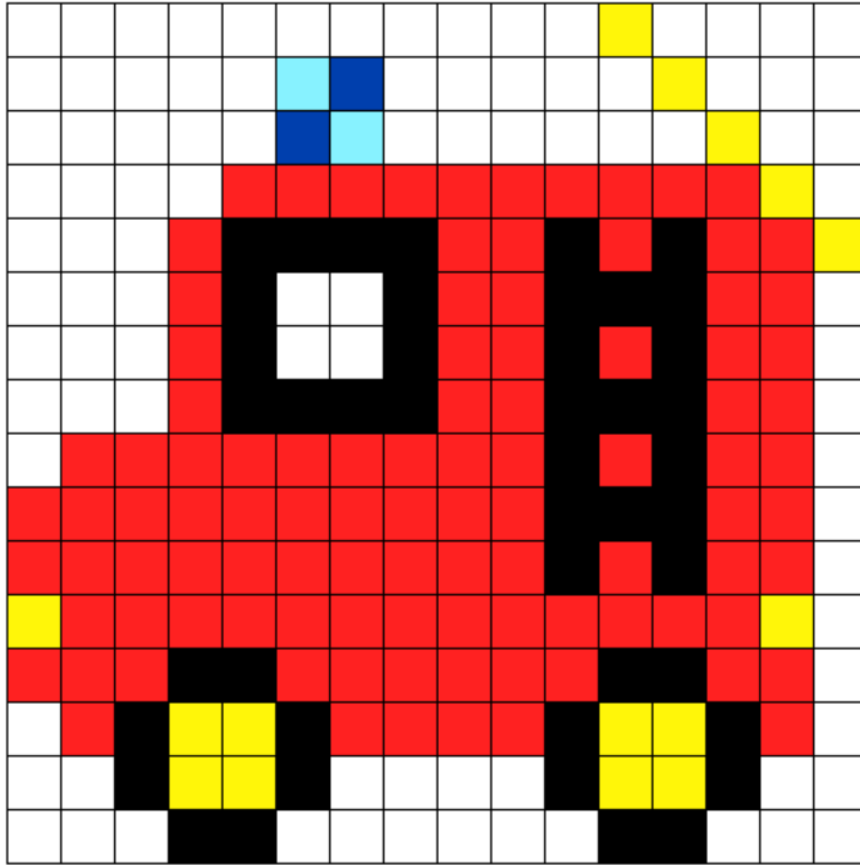
```
let myImg = img`
```

```
. . . . . . . . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . 9 . . . . . . . . . . . . . . . . . .
. . . . . . . . 9 1 . 1 1 1 1 1 . . . . . . . . . . . .
. . . . . . 9 1 1 1 1 1 1 1 1 9 9 . . . . . . . . . . . .
. . . . . . 1 1 5 1 1 1 . . . . 9 . . . . . . . . . . . .
. . . . 1 1 1 5 5 5 5 . . . . . . . . . . . . . . . . . .
. . 1 1 1 5 4 4 5 5 1 . . . . . . . . . . . . . . . . . .
. 9 1 1 1 5 4 4 5 1 1 1 . . . . . . . . . . . . . . . . .
. 9 9 1 1 5 5 5 1 1 1 1 1 . . . . . . . . . . . . . . . .
. 9 . . 1 1 1 5 7 1 1 1 1 . . . . . . . . . . . . . . . .
. . . . . 1 1 1 . 7 7 1 1 9 9 . . . . . . . . . . . . . .
. . . . . 9 1 1 . . 7 7 . . 9 . . . . . . . . . . . . . .
. . . . . 9 9 9 . . . . 7 . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . 7 . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . . . . . . . .
```

```
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

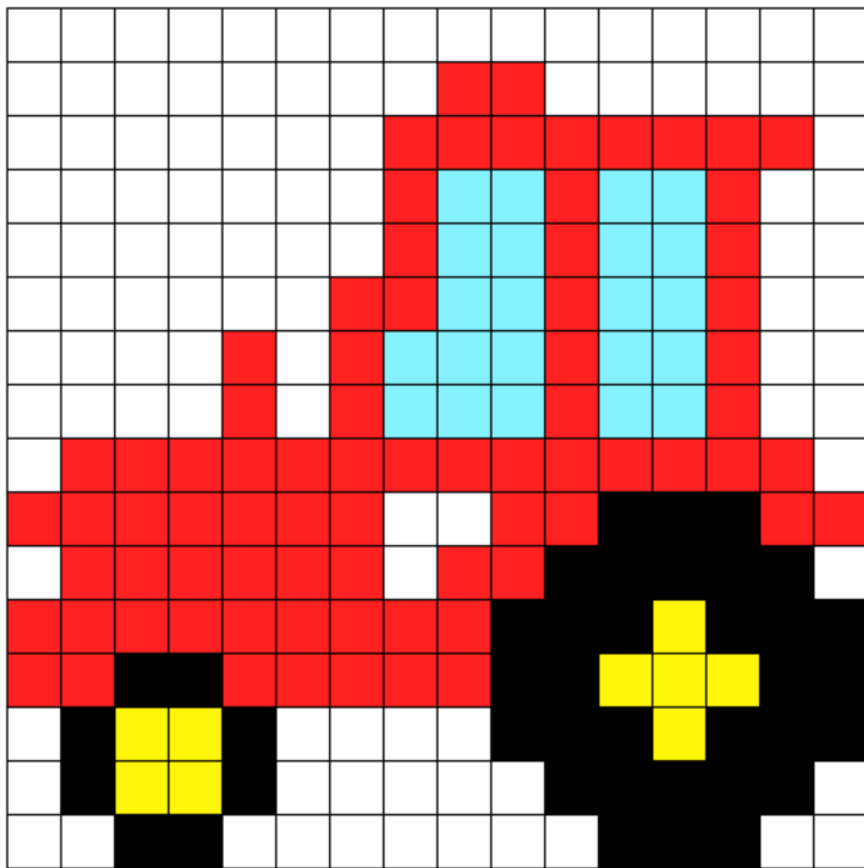
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . 5 . . . .
. . . . . 9 8 . . . . 5 . . .
. . . . . 8 9 . . . . . 5 . .
. . . . . 2 2 2 2 2 2 2 2 2 5 .
. . . . 2 f f f f 2 2 f 2 f 2 2 5
. . . . 2 f 1 1 f 2 2 f f f 2 2 .
. . . . 2 f 1 1 f 2 2 f 2 f 2 2 .
. . . . 2 f f f f 2 2 f f f 2 2 .
. 2 2 2 2 2 2 2 2 2 f 2 f 2 2 .
2 2 2 2 2 2 2 2 2 f f f 2 2 .
2 2 2 2 2 2 2 2 2 f 2 f 2 2 .
5 2 2 2 2 2 2 2 2 2 2 2 5 .
2 2 2 f f 2 2 2 2 2 f f 2 2 .
. 2 f 5 5 f 2 2 2 2 f 5 5 f 2 .
. . f 5 5 f . . . . f 5 5 f . .
. . . f f . . . . . f f . .
`
;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

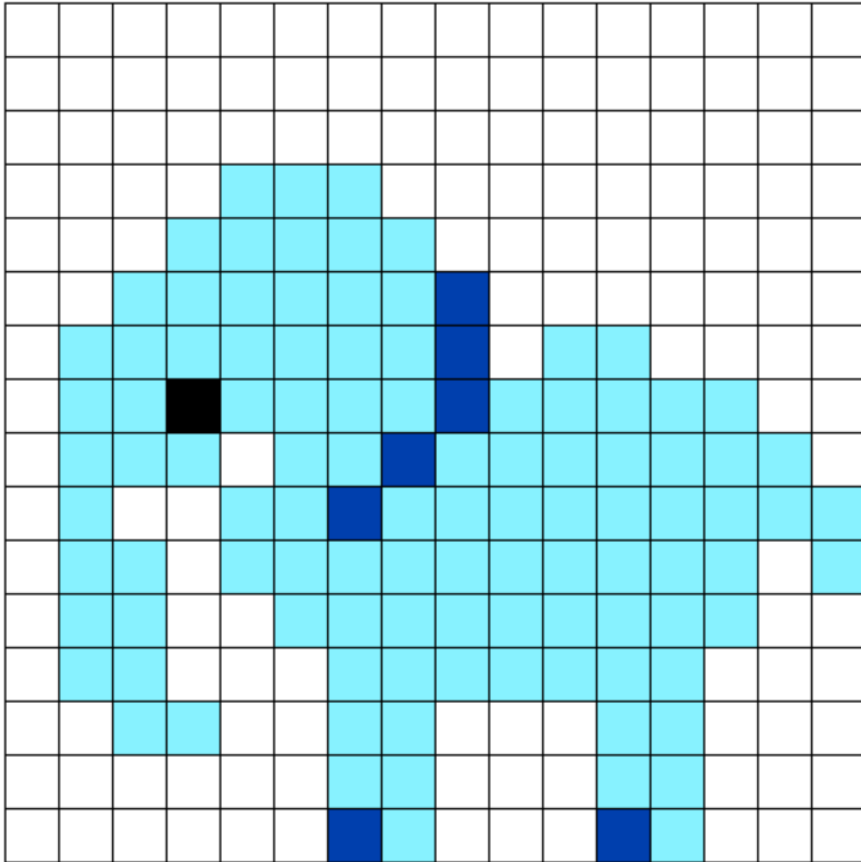
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . . . . . . . .
. . . . . . . . 2 2 . . . . . .
. . . . . . . . 2 2 2 2 2 2 2 .
. . . . . . . . 2 9 9 2 9 9 2 .
. . . . . . . . 2 9 9 2 9 9 2 .
. . . . . . . . 2 2 9 9 2 9 9 2 .
. . . . . 2 . 2 9 9 9 2 9 9 2 .
1 . . . 2 . 2 9 9 9 2 9 9 2 .
1 2 2 2 2 2 2 2 2 2 2 2 2 2 .
2 2 2 2 2 2 2 1 1 2 2 f f f 2 2
1 2 2 2 2 2 2 1 2 2 f f f f f 1
2 2 2 2 2 2 2 2 2 f f f 5 f f f
2 2 f f 2 2 2 2 2 f f 5 5 5 f f
. f 5 5 f . . . . f f f 5 f f f
. f 5 5 f . . . . . f f f f f .
. . f f . . . . . . . f f f . .
;`
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

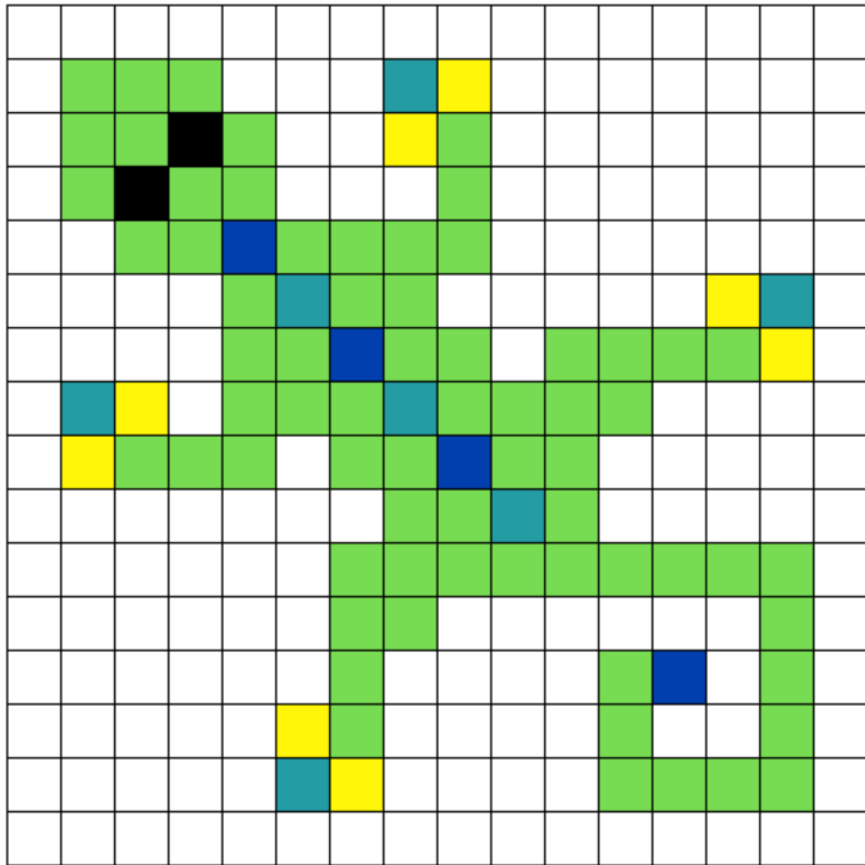
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . . . . . . .
. . . . . . . . . . . . . . .
. . . . . . . . . . . . . . .
. . . . 9 9 9 . . . . . . . . .
. . . 9 9 9 9 9 . . . . . . . .
. . 9 9 9 9 9 9 8 . . . . . . .
. 9 9 9 9 9 9 9 8 . 9 9 . . . .
. 9 9 f 9 9 9 9 8 9 9 9 9 9 . .
. 9 9 9 1 9 9 8 9 9 9 9 9 9 9 .
. 9 1 1 9 9 8 9 9 9 9 9 9 9 9 9
. 9 9 . 9 9 9 9 9 9 9 9 9 . 9
. 9 9 . . 9 9 9 9 9 9 9 9 . .
. 9 9 . . . 9 9 9 9 9 9 . . .
. . 9 9 . . 9 9 . . . 9 9 . . .
. . . . . 9 9 . . . 9 9 . . .
. . . . . 8 9 . . . 8 9 . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

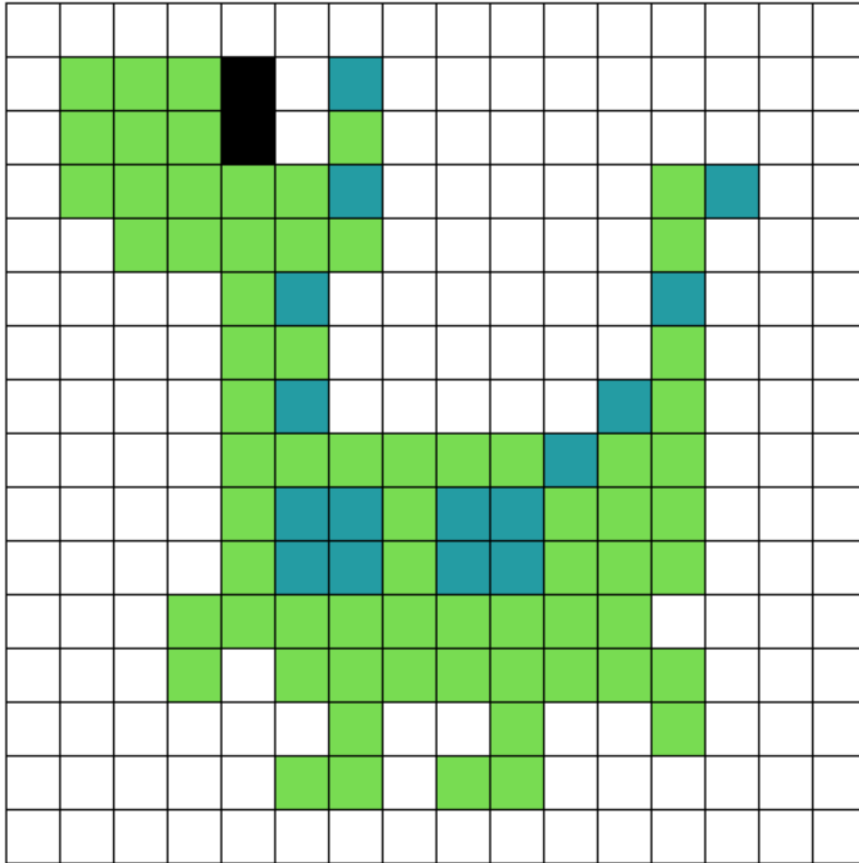
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . .
. 7 7 7 . . . 6 5 . . . . .
. 7 7 f 7 . . 5 7 . . . . .
. 7 f 7 7 . . . 7 . . . . .
. . 7 7 8 7 7 7 7 . . . . .
. . . . 7 6 7 7 . . . . 5 6 .
. . . . 7 7 8 7 7 . 7 7 7 7 5 .
. 6 5 . 7 7 7 6 7 7 7 7 . . . .
. 5 7 7 7 . 7 7 8 7 7 . . . . .
. . . . . . 7 7 6 7 . . . . .
. . . . . 7 7 7 7 7 7 7 7 7 .
. . . . . 7 7 . . . . . 7 .
. . . . . 7 . . . . 7 8 . 7 .
. . . . . 5 7 . . . . 7 . . 7 .
. . . . . 6 5 . . . . 7 7 7 7 .
. . . . . . . . . . . . . . . . ;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

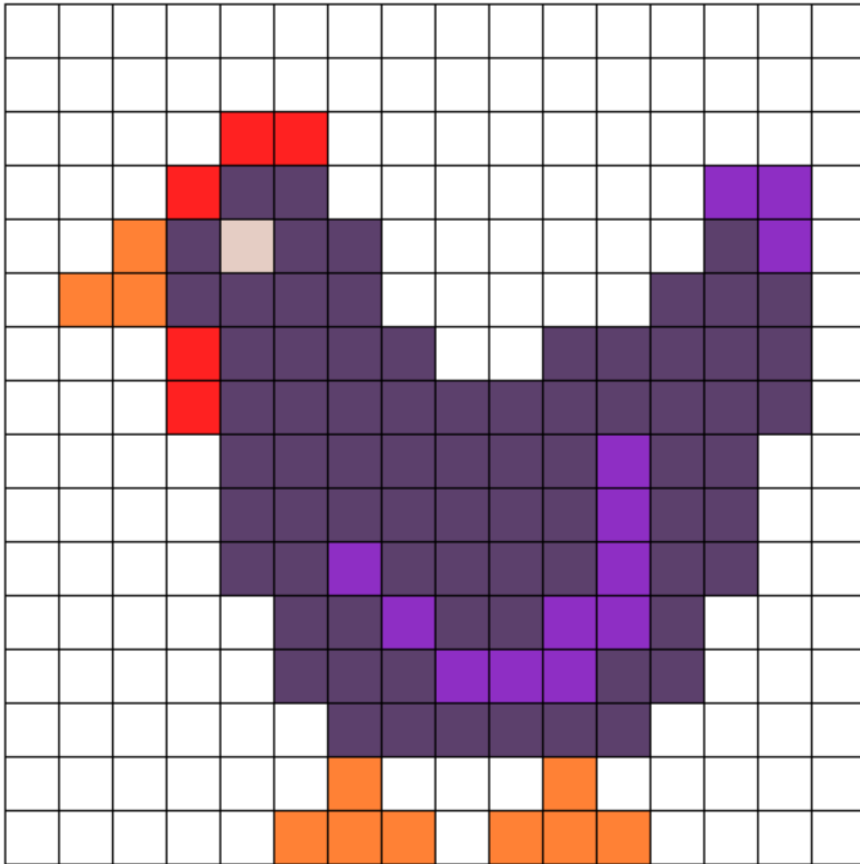
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```

```
let myImg = img`
. . . . . 1 1 . . . . . . . . . .
. 7 7 7 f 1 6 . . . . . . . . . .
. 7 7 7 f 1 7 . . . . . . . . . .
. 7 7 7 7 7 6 . . . . . 7 6 . . .
. . 7 7 7 7 7 . . . . . 7 . . . .
. . . . . 7 6 . . . . . . 6 . . . .
. . . . . 7 7 . . . . . . 7 . . . .
. . . . . 7 6 . . . . . . 6 7 . . . .
. . . . . 7 7 7 7 7 7 6 7 7 . . . .
. . . . . 7 6 6 7 6 6 7 7 7 . . . .
. . . . . 7 6 6 7 6 6 7 7 7 . . . .
. . . . . 7 7 7 7 7 7 7 7 7 . . . .
. . . . . 7 . 7 7 7 7 7 7 7 . . . .
. . . . . . 7 . . 7 . . 7 . . . .
. . . . . . 7 7 . 7 7 . . . . . .
. . . . . . . . . . . . . . . . .
;`
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

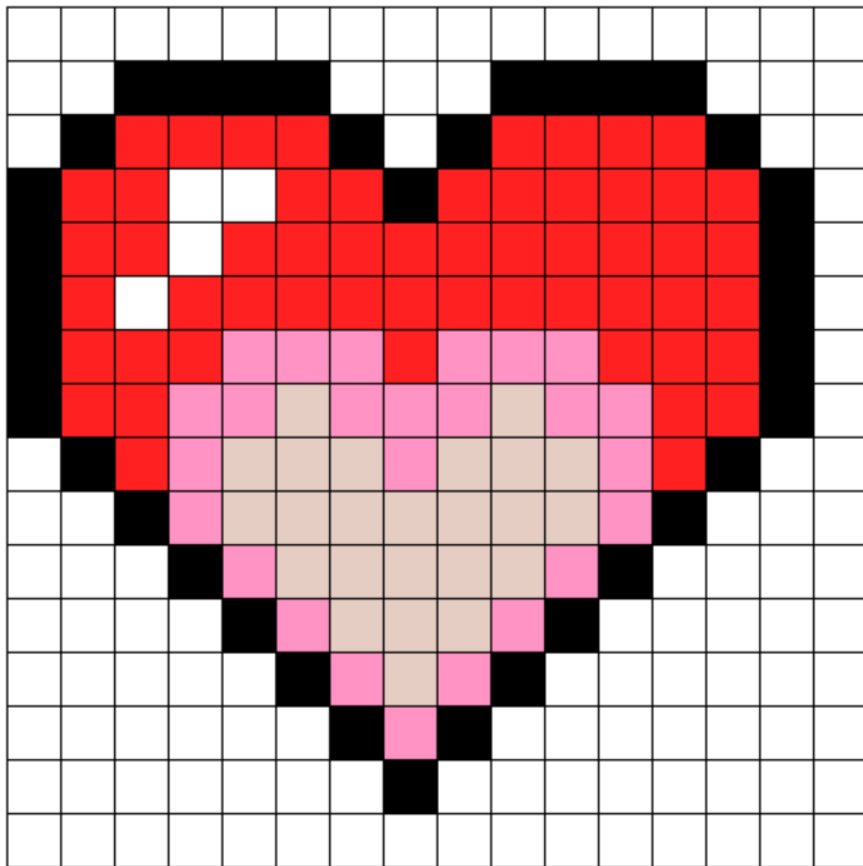
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . .
. . . . 2 2 . . . . . . . . . . .
. . . 2 c c . . . . . . . a a .
. . 4 c d c c . . . . . . c a .
. 4 4 c c c c . . . . . c c c .
. . . 2 c c c c . . c c c c c .
. . . 2 c c c c c c c c c c c .
. . . . c c c c c c c a c c . .
. . . . c c c c c c c a c c . .
. . . . c c a c c c c a c c . .
. . . . . c c a c c a a c . . .
. . . . . c c c a a a c c . . .
. . . . . . c c c c c c . . . .
. . . . . . 4 . . . 4 . . . . .
. . . . . 4 4 4 . 4 4 4 . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

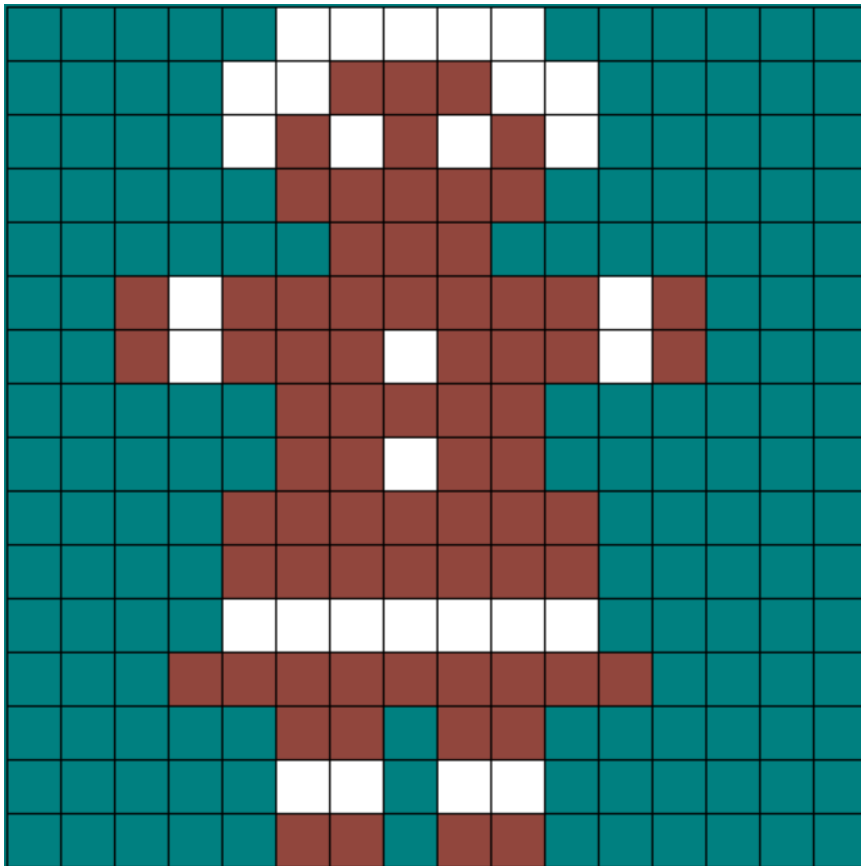
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . . . . . . . .
. . f f f f . . . f f f f . . .
. f 2 2 2 2 f . f 2 2 2 2 f . .
f 2 2 1 1 2 2 f 2 2 2 2 2 2 f .
f 2 2 1 2 2 2 2 2 2 2 2 2 f .
f 2 1 2 2 2 2 2 2 2 2 2 2 f .
f 2 2 2 3 3 3 2 3 3 3 2 2 2 f .
f 2 2 3 3 d 3 3 3 d 3 3 2 2 f .
. f 2 3 d d d 3 d d d 3 2 f . .
. . f 3 d d d d d d d 3 f . . .
. . . f 3 d d d d d 3 f . . . .
. . . . f 3 d d d 3 f . . . . .
. . . . . f 3 d 3 f . . . . . .
. . . . . . f 3 f . . . . . . .
. . . . . . . f . . . . . . . .
. . . . . . . . . . . . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

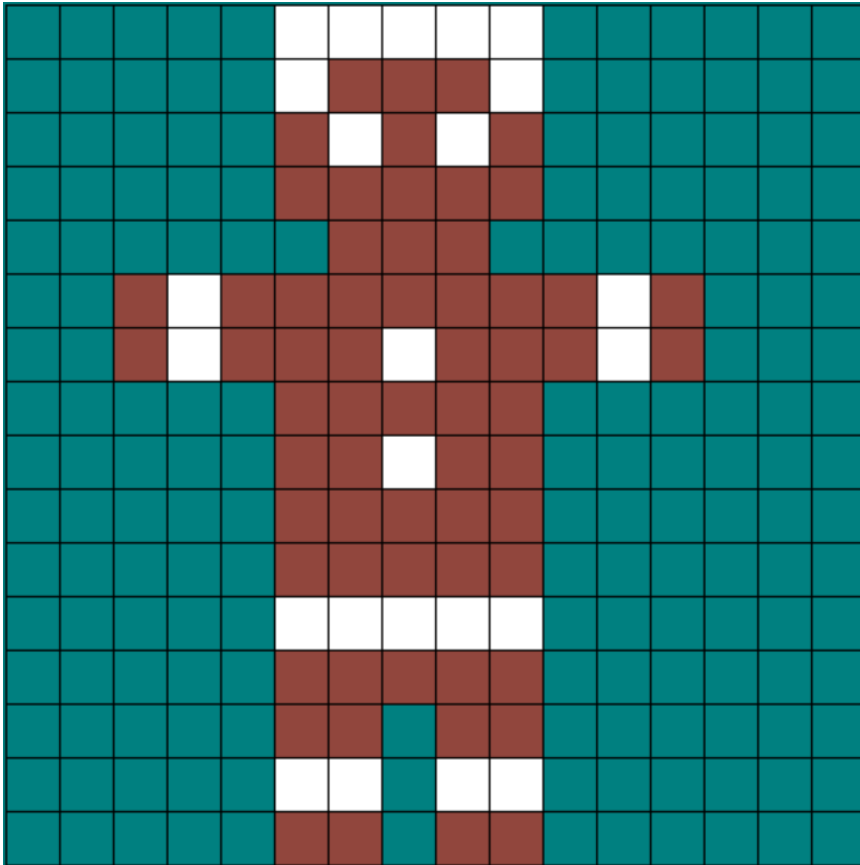
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`  
  . . . . . 1 1 1 1 1 . . . . .  
  . . . . . 1 1 e e e 1 1 . . . . .  
  . . . . . 1 e 1 e 1 e 1 . . . . .  
  . . . . . e e e e e . . . . .  
  . . . . . . e e e . . . . .  
  . . e 1 e e e e e e 1 e . . . . .  
  . . e 1 e e e 1 e e e 1 e . . . . .  
  . . . . . e e e e e . . . . .  
  . . . . . e e 1 e e . . . . .  
  . . . . . e e e e e e e . . . . .  
  . . . . . e e e e e e e . . . . .  
  . . . . . 1 1 1 1 1 1 . . . . .  
  . . . e e e e e e e e e . . . . .  
  . . . . . e e . e e . . . . .  
  . . . . . 1 1 . 1 1 . . . . .  
  . . . . . e e . e e . . . . .  
`;  
;
```

```
// Microsoft MakeCode Arcade  
let mySprite = sprites.create(myImg);
```

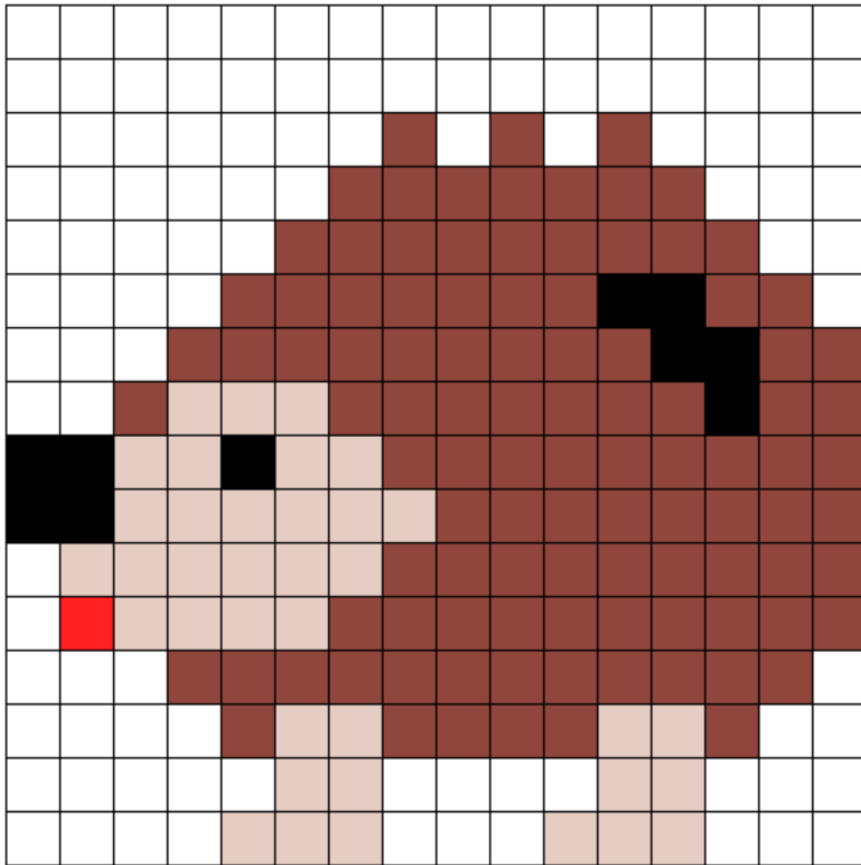
```
// CodeGuppy - coding platform for schools  
let mySprite = sprite(myImg);
```



```
let myImg = img`  
  . . . . . 1 1 1 1 1 . . . . .  
  . . . . . 1 e e e 1 . . . . .  
  . . . . . e 1 e 1 e . . . . .  
  . . . . . e e e e e . . . . .  
  . . . . . . e e e . . . . .  
  . . e 1 e e e e e e e 1 e . . .  
  . . e 1 e e e 1 e e e 1 e . . .  
  . . . . . e e e e e . . . . .  
  . . . . . e e 1 e e . . . . .  
  . . . . . e e e e e . . . . .  
  . . . . . e e e e e . . . . .  
  . . . . . 1 1 1 1 1 . . . . .  
  . . . . . e e e e e . . . . .  
  . . . . . e e . e e . . . . .  
  . . . . . 1 1 . 1 1 . . . . .  
  . . . . . e e . e e . . . . .  
`;  
;
```

```
// Microsoft MakeCode Arcade  
let mySprite = sprites.create(myImg);
```

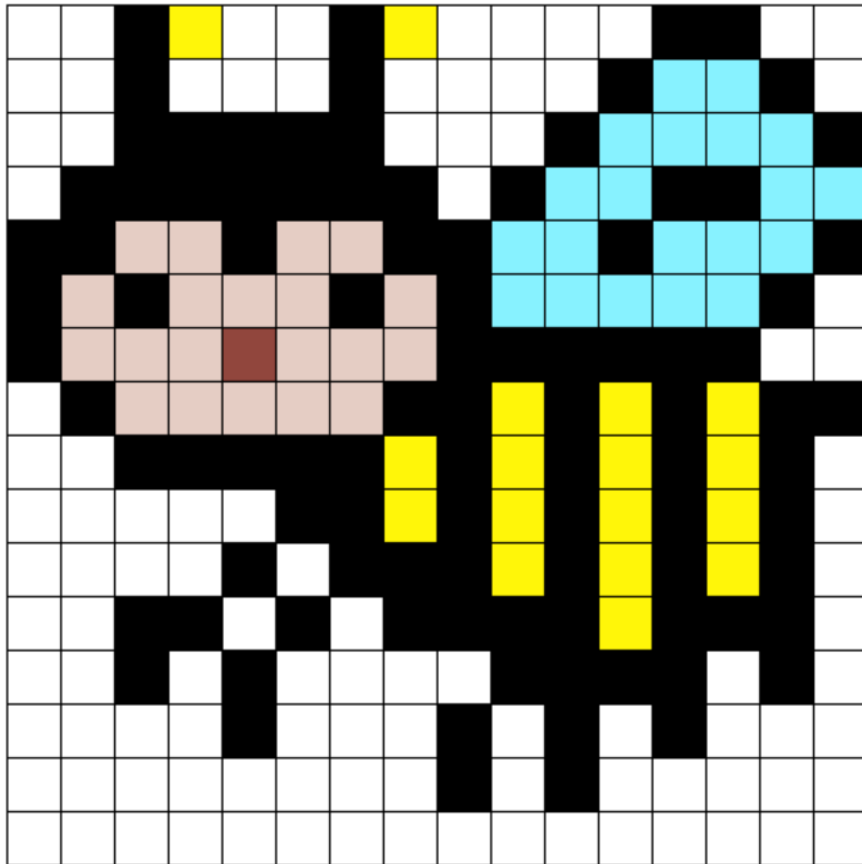
```
// CodeGuppy - coding platform for schools  
let mySprite = sprite(myImg);
```



```
let myImg = img`  
  . . . . . . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . . . . . . .  
  . . . . . . . . e . e . e . . . . . . . .  
  . . . . . . e e e e e e e . . . . . . . .  
  . . . . . e e e e e e e e e e . . . . . .  
  . . . . e e e e e e e e e f f e e . . . . .  
  . . . e e e e e e e e e e f f e e . . . . .  
  . . e d d d e e e e e e e e f e e . . . . .  
  f f d d f d d e e e e e e e e e e . . . . .  
  f f d d d d d d e e e e e e e e e e . . . . .  
  . d d d d d d e e e e e e e e e e . . . . .  
  . 2 d d d d e e e e e e e e e e . . . . .  
  . . . e e e e e e e e e e e e e . . . . .  
  . . . . e d d e e e e d d e . . . . . . . .  
  . . . . . d d . . . . . d d . . . . . . . .  
  . . . . d d d . . . . d d d . . . . . . . .  
`;  
;
```

```
// Microsoft MakeCode Arcade  
let mySprite = sprites.create(myImg);
```

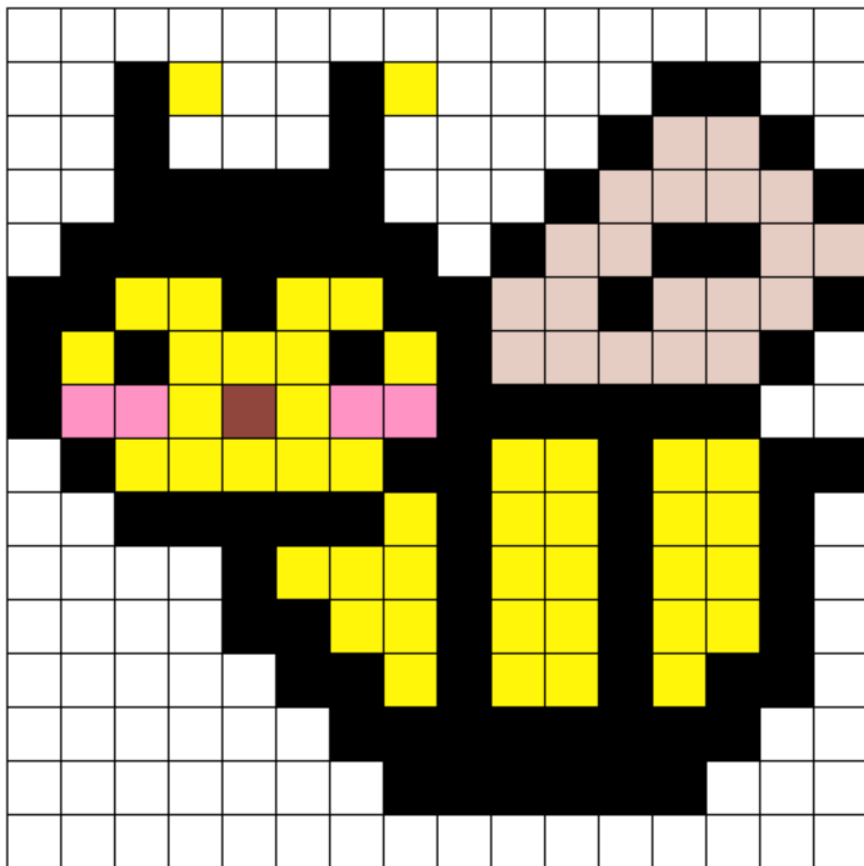
```
// CodeGuppy - coding platform for schools  
let mySprite = sprite(myImg);
```

```
let myImg = img`
. . f 5 . . f 5 . . . . f f . .
. . f . . . f . . . . f 9 9 f .
. . f f f f f . . . f 9 9 9 9 f
. f f f f f f . f 9 9 f f 9 9
f f d d f d d f f 9 9 f 9 9 9 f
f d f d d d f d f 9 9 9 9 f .
f d d d e d d d f f f f f . .
. f d d d d f f 5 f 5 f 5 f f
. . f f f f f 5 f 5 f 5 f 5 f .
. . . . f f 5 f 5 f 5 f 5 f .
. . . . f . f f f 5 f 5 f 5 f .
. . f f . f . f f f f 5 f f f .
. . f . f . . . f f f f . f .
. . . . f . . . f . f . f . .
. . . . . . . . f . f . . . .
. . . . . . . . . . . . . .`
;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

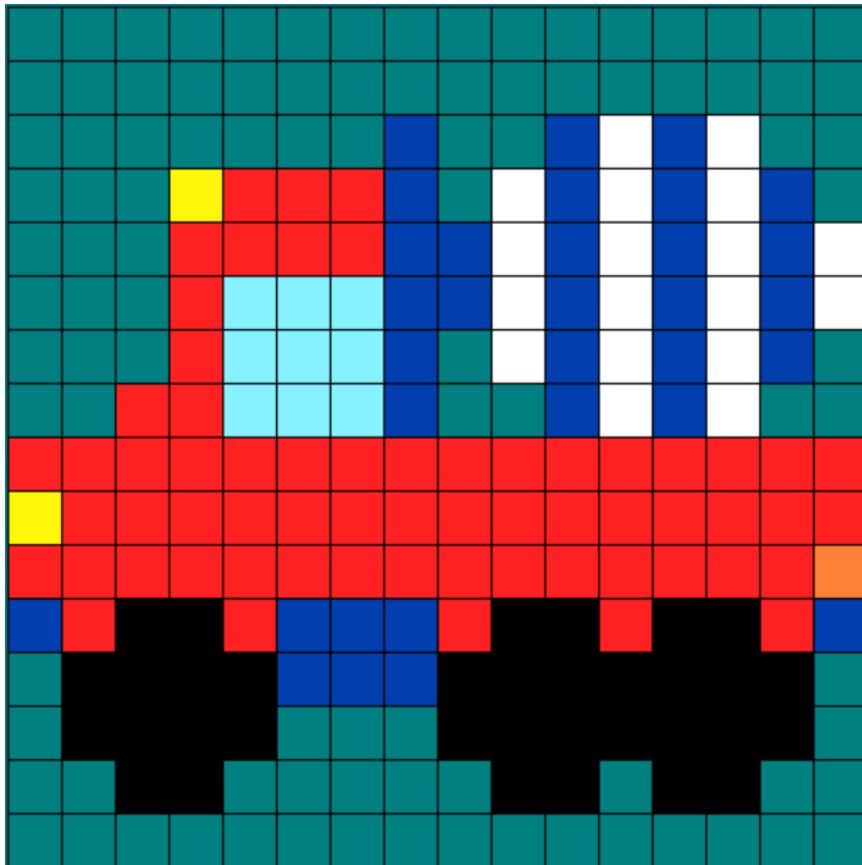
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . . . . . . .
. . f 5 . . f 5 . . . . f f . .
. . f . . . f . . . . f d d f .
. . f f f f f . . . f d d d d f
. f f f f f f f . f d d f f d d
f f 5 5 f 5 5 f f d d f d d d f
f 5 f 5 5 5 f 5 f d d d d d f .
f 3 3 5 e 5 3 3 f f f f f . .
. f 5 5 5 5 5 f f 5 5 f 5 5 f f
. . f f f f f 5 f 5 5 f 5 5 f .
. . . . f 5 5 5 f 5 5 f 5 5 f .
. . . . f f 5 5 f 5 5 f 5 5 f .
. . . . . f f 5 f 5 5 f 5 f f .
. . . . . . f f f f f f f . .
. . . . . . . f f f f f f . . .
. . . . . . . . . . . . . . .
;`
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

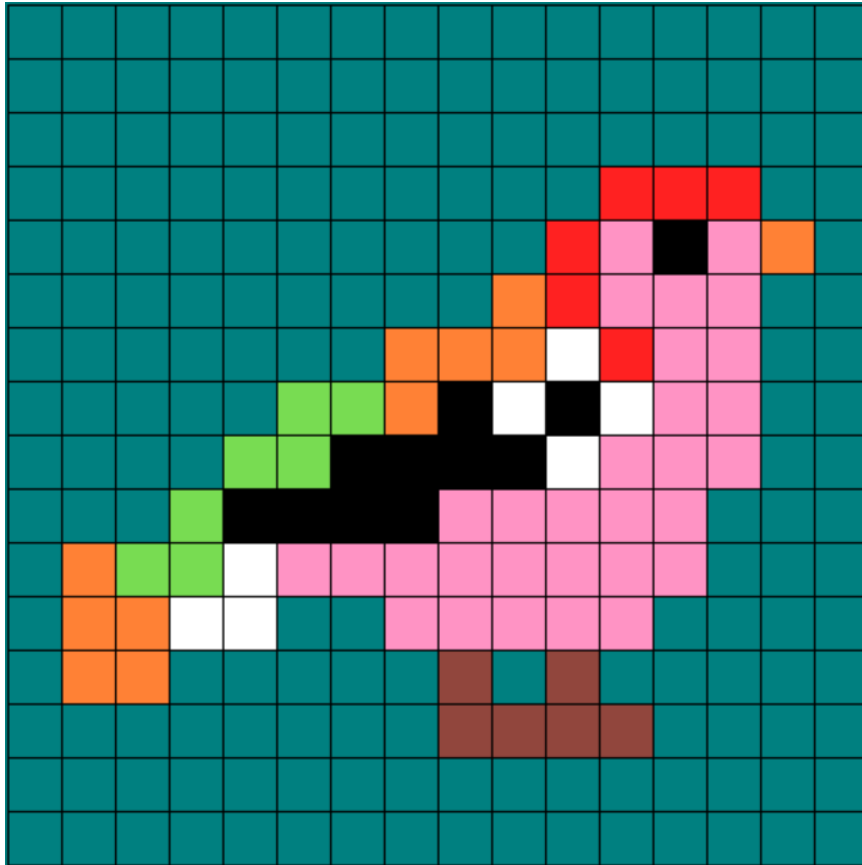
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`  
  . . . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . . . .  
  . . . . . . . . 8 . . 8 1 8 1 . .  
  . . . 5 2 2 2 8 . 1 8 1 8 1 8 .  
  . . . 2 2 2 2 8 8 1 8 1 8 1 8 1  
  . . . 2 9 9 9 8 8 1 8 1 8 1 8 1  
  . . . 2 9 9 9 8 . 1 8 1 8 1 8 .  
  . . 2 2 9 9 9 8 . . 8 1 8 1 . .  
  2 2 2 2 2 2 2 2 2 2 2 2 2 2 2  
  5 2 2 2 2 2 2 2 2 2 2 2 2 2 2  
  2 2 2 2 2 2 2 2 2 2 2 2 2 2 4  
  8 2 f f 2 8 8 8 2 f f 2 f f 2 8  
  . f f f f 8 8 8 f f f f f f f .  
  . f f f f . . . f f f f f f f .  
  . . f f . . . . . f f . f f . .  
  . . . . . . . . . . . . . . . . .  
`;  
;
```

```
// Microsoft MakeCode Arcade  
let mySprite = sprites.create(myImg);
```

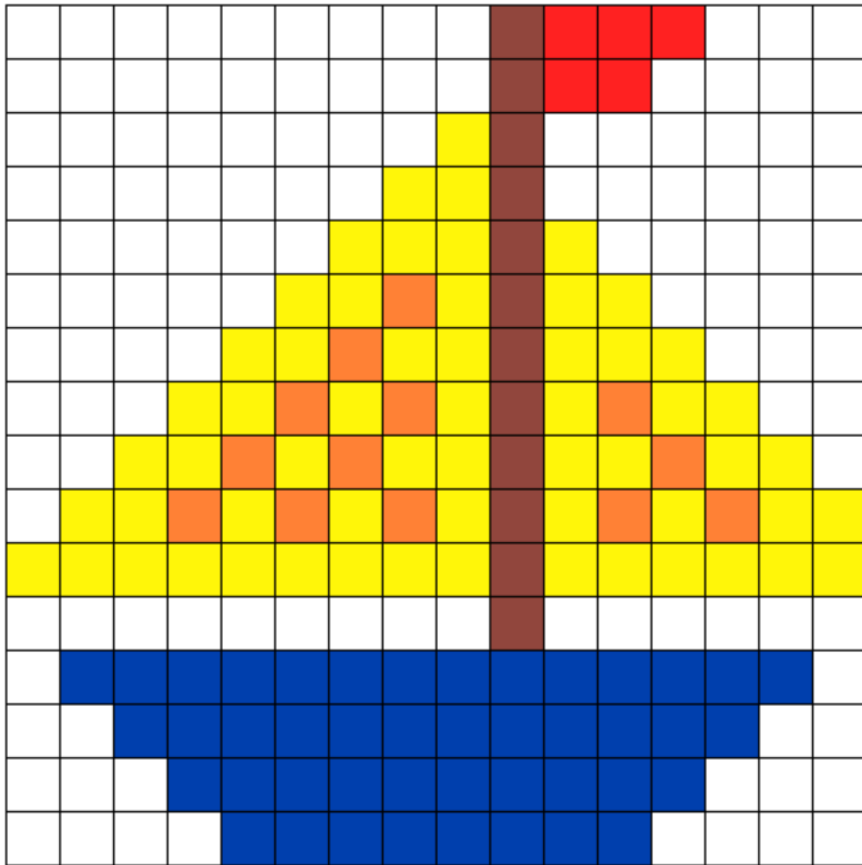
```
// CodeGuppy - coding platform for schools  
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . .
. . . . .
. . . . .
. . . . . 2 2 2 . .
. . . . . 2 3 f 3 4 .
. . . . . 4 2 3 3 3 . .
. . . . . 4 4 4 1 2 3 3 . .
. . . . . 7 7 4 f 1 f 1 3 3 . .
. . . . 7 7 f f f f 1 3 3 3 . .
. . . 7 f f f f 3 3 3 3 3 . . .
. 4 7 7 1 3 3 3 3 3 3 3 . . .
. 4 4 1 1 . . 3 3 3 3 3 . . . .
. 4 4 . . . . e . e . . . . .
. . . . . e e e e . . . . .
. . . . .
. . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

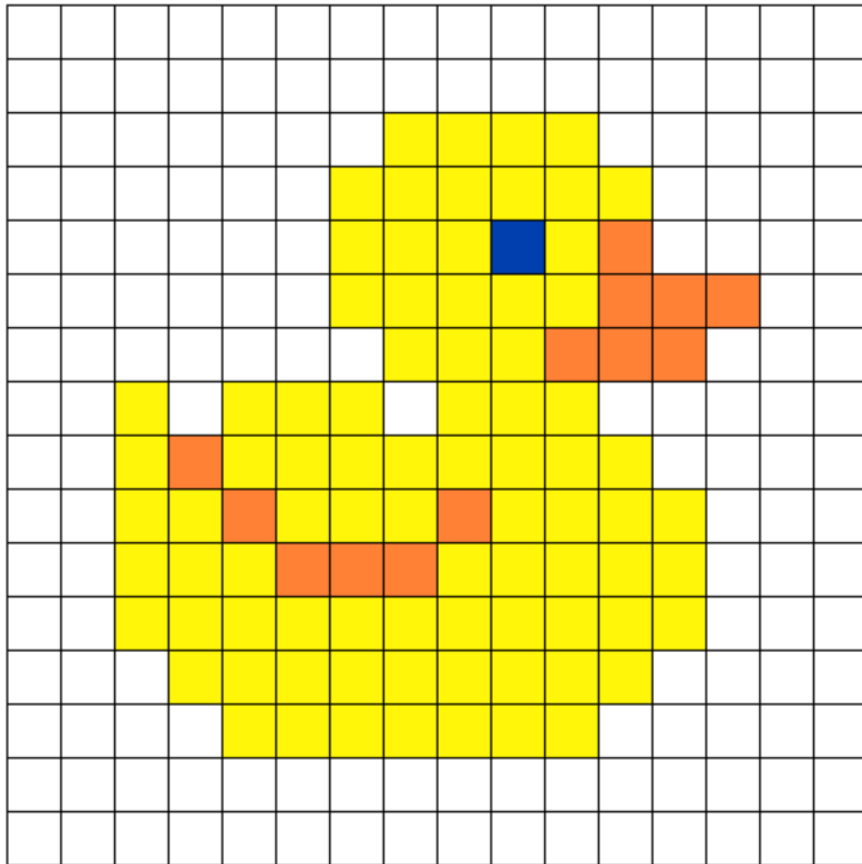
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . . e 2 2 2 . . .
. . . . . . . . . . e 2 2 . . . .
. . . . . . . . . 5 e . . . . .
. . . . . . . 5 5 e . . . . .
. . . . . . 5 5 5 e 5 . . . . .
. . . . . 5 5 4 5 e 5 5 . . . .
. . . . 5 5 4 5 4 5 e 5 4 5 5 . .
. . 5 5 4 5 4 5 5 e 5 5 4 5 5 .
. 5 5 4 5 4 5 4 5 e 5 4 5 4 5 5
5 5 5 5 5 5 5 5 5 e 5 5 5 5 5 5
. . . . . . . . . . e . . . . .
. 8 8 8 8 8 8 8 8 8 8 8 8 8 8 .
. . 8 8 8 8 8 8 8 8 8 8 8 8 . .
. . . 8 8 8 8 8 8 8 8 8 . . .
. . . . 8 8 8 8 8 8 8 . . . .
;`
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

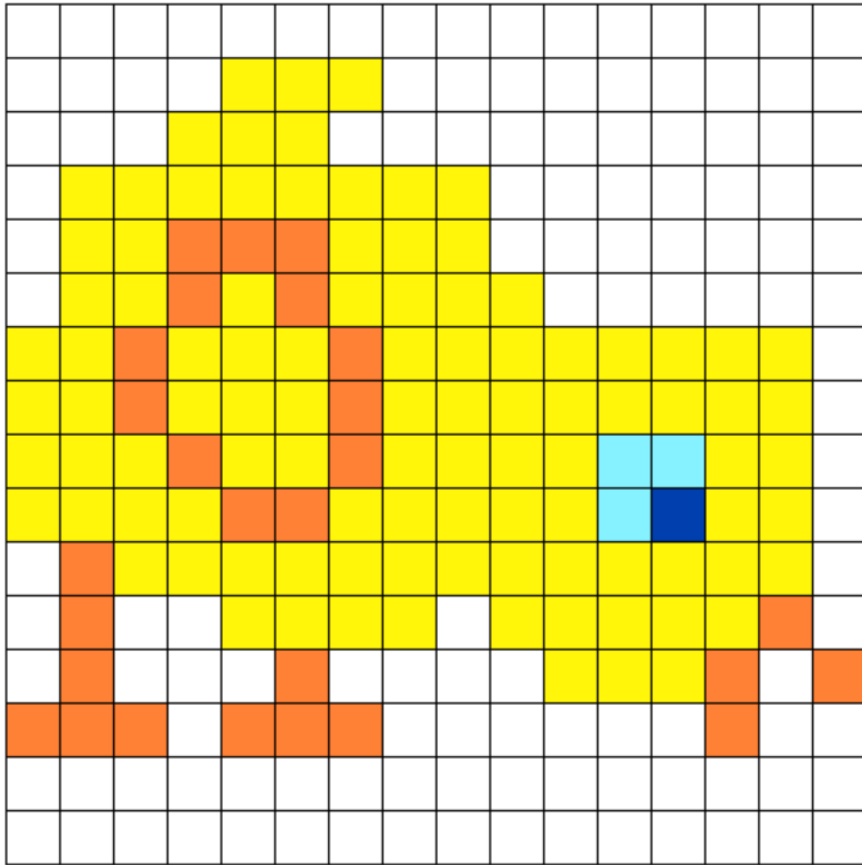
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
. . . . . . . 5 5 5 5 . . . . .
. . . . . . 5 5 5 5 5 5 . . . .
. . . . . . 5 5 5 8 5 4 . . . .
. . . . . . 5 5 5 5 5 4 4 4 . .
. . . . . . . 5 5 5 4 4 4 . . .
. . 5 . 5 5 5 . 5 5 5 . . . . .
. . 5 4 5 5 5 5 5 5 5 . . . .
. . 5 5 4 5 5 5 4 5 5 5 . . .
. . 5 5 5 4 4 4 5 5 5 5 . . .
. . 5 5 5 5 5 5 5 5 5 5 . . .
. . . 5 5 5 5 5 5 5 5 . . . .
. . . . 5 5 5 5 5 5 . . . . .
. . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

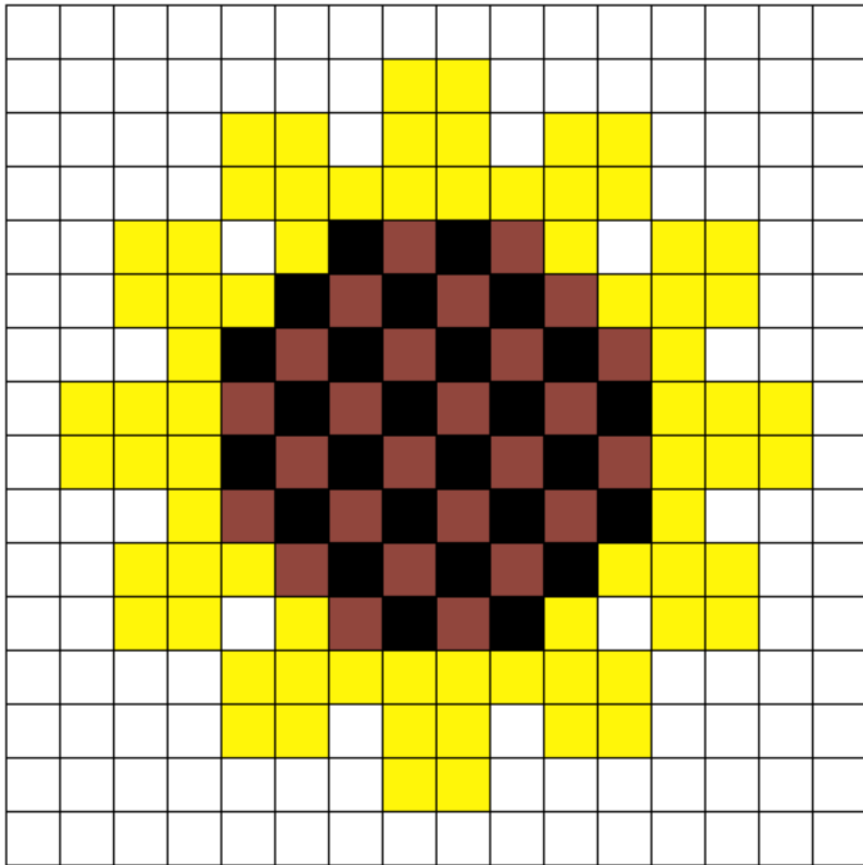
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . . . . . . . .
. . . . 5 5 5 . . . . . . . . .
. . . 5 5 5 . . . . . . . . .
. 5 5 5 5 5 5 5 5 . . . . . .
. 5 5 4 4 4 5 5 5 . . . . . .
. 5 5 4 5 4 5 5 5 5 . . . . .
5 5 4 5 5 5 4 5 5 5 5 5 5 5 .
5 5 4 5 5 5 4 5 5 5 5 5 5 5 .
5 5 5 4 5 5 4 5 5 5 5 9 9 5 5 .
5 5 5 5 4 4 5 5 5 5 5 9 8 5 5 .
. 4 5 5 5 5 5 5 5 5 5 5 5 5 .
. 4 . . 5 5 5 5 . 5 5 5 5 5 4 .
. 4 . . . 4 . . . . 5 5 5 4 . 4
4 4 4 . 4 4 4 . . . . . 4 . .
. . . . . . . . . . . . . . .
. . . . . . . . . . . . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

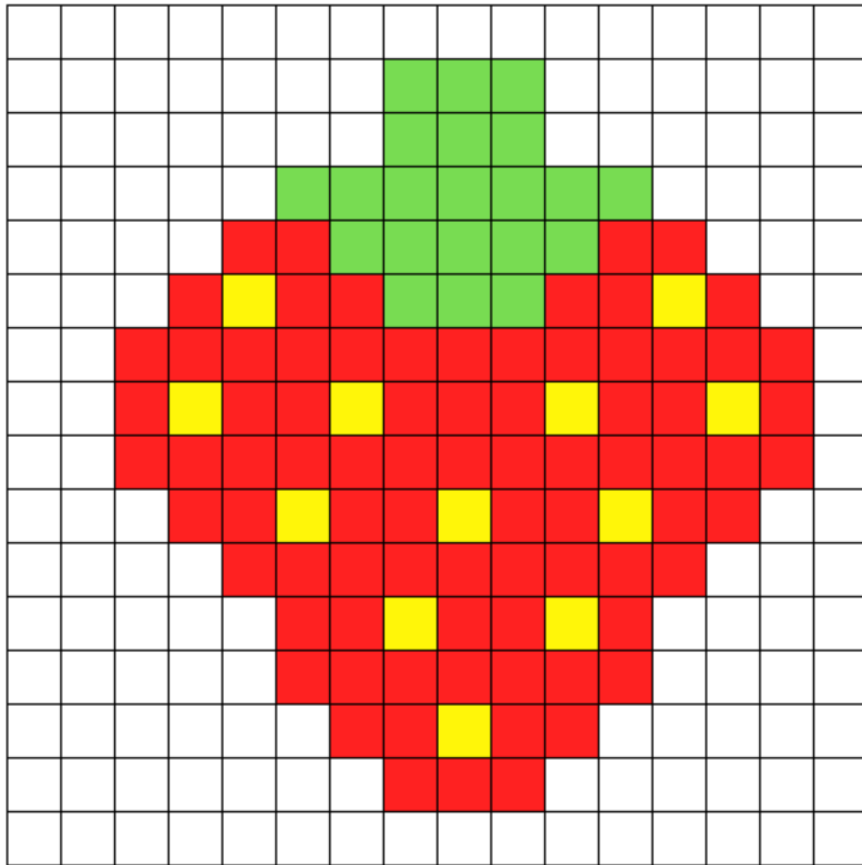
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . . . . . . .
. . . . . . . 5 5 . . . . . . .
. . . . 5 5 . 5 5 . 5 5 . . . . .
. . . . 5 5 5 5 5 5 5 5 . . . . .
. . 5 5 . 5 f e f e 5 . 5 5 . . .
. . 5 5 5 f e f e f e 5 5 5 . . .
. . . 5 f e f e f e f e 5 . . . .
. 5 5 5 e f e f e f e f 5 5 5 . .
. 5 5 5 f e f e f e f e 5 5 5 . .
. . . 5 e f e f e f e f 5 . . . .
. . 5 5 5 e f e f e f 5 5 5 . . .
. . 5 5 . 5 e f e f 5 . 5 5 . . .
. . . . 5 5 5 5 5 5 5 5 . . . . .
. . . . 5 5 . 5 5 . 5 5 . . . . .
. . . . . . . . 5 5 . . . . . . .
. . . . . . . . . . . . . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

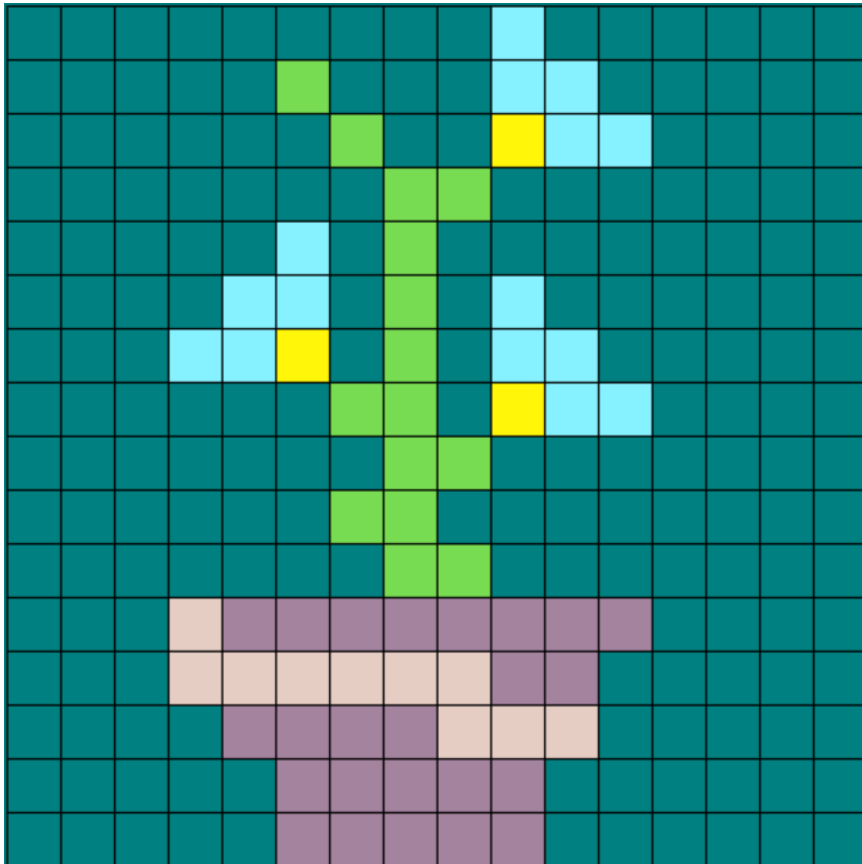
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```

```
let myImg = img`
. . . . . . . . . . . . . . .
. . . . . . . 7 7 7 . . . . .
. . . . . . . 7 7 7 . . . . .
. . . . . 7 7 7 7 7 7 7 . . . .
. . . . . 2 2 7 7 7 7 7 2 2 . . .
. . . . 2 5 2 2 7 7 7 2 2 5 2 . .
. . . 2 2 2 2 2 2 2 2 2 2 2 2 .
. . . 2 5 2 2 5 2 2 2 5 2 2 5 2 .
. . . 2 2 2 2 2 2 2 2 2 2 2 2 .
. . . . 2 2 5 2 2 5 2 2 5 2 2 . .
. . . . . 2 2 2 2 2 2 2 2 2 . . .
. . . . . 2 2 2 2 2 2 2 . . . .
. . . . . . 2 2 5 2 2 . . . . .
. . . . . . . 2 2 2 . . . . .
. . . . . . . . . . . . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

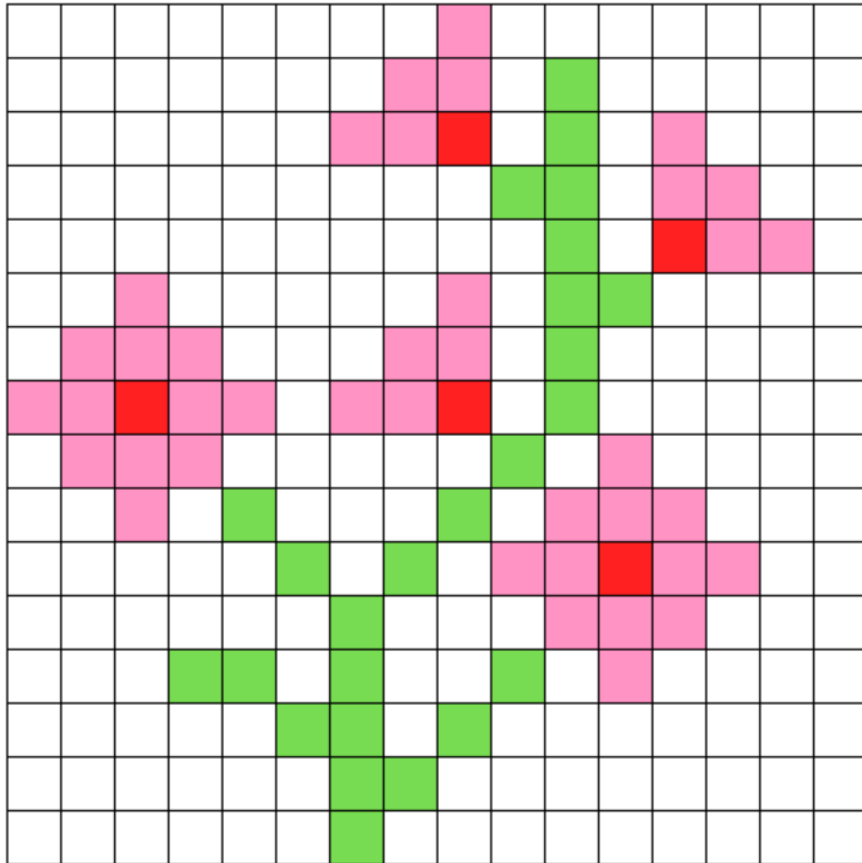
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . 9 . . . . .
. . . . . 7 . . . 9 9 . . . . .
. . . . . 7 . . 5 9 9 . . . . .
. . . . . 7 7 . . . . . . . . .
. . . . . 9 . 7 . . . . . . . . .
. . . . . 9 9 . 7 . 9 . . . . . . .
. . . 9 9 5 . 7 . 9 9 . . . . . . .
. . . . . 7 7 . 5 9 9 . . . . . . .
. . . . . 7 7 . . . . . . . . . .
. . . . . 7 7 . . . . . . . . . .
. . . . . 7 7 . . . . . . . . . .
. . . d b b b b b b b b . . . . .
. . . d d d d d d b b . . . . .
. . . . b b b b d d d . . . . .
. . . . . b b b b b . . . . . . .
. . . . . b b b b b . . . . . . .
;`
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

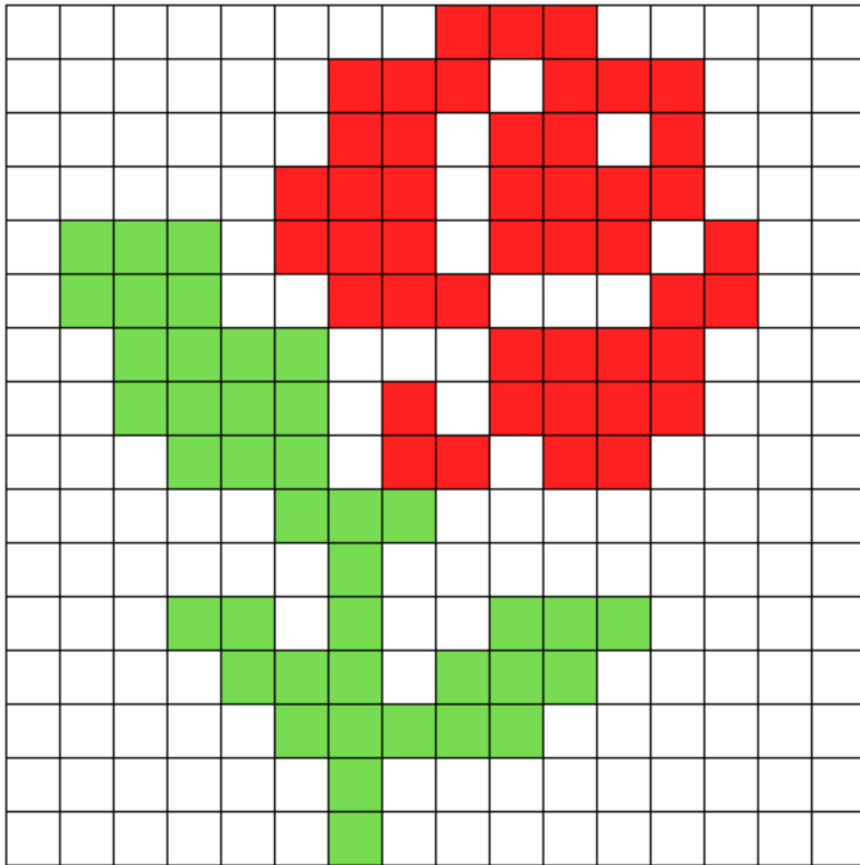
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . 3 . . . . . . . .
. . . . . . . . 3 3 . 7 . . . . . .
. . . . . . . . 3 3 2 . 7 . 3 . . . .
. . . . . . . . . . 7 7 . 3 3 . . .
. . . . . . . . . . 7 . 2 3 3 . . .
. . 3 . . . . . . 3 . 7 7 . . . . .
. 3 3 3 . . . . 3 3 . 7 . . . . . .
3 3 2 3 3 . 3 3 2 . 7 . . . . . .
. 3 3 3 . . . . . 7 . 3 . . . . . .
. . 3 . 7 . . . 7 . 3 3 3 . . . . .
. . . . . 7 . 7 . 3 3 2 3 3 . . . .
. . . . . . 7 . . . 3 3 3 . . . . .
. . . 7 7 . 7 . . 7 . 3 . . . . . .
. . . . . 7 7 . 7 . . . . . . . . .
. . . . . . 7 7 . . . . . . . . . .
. . . . . . 7 . . . . . . . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

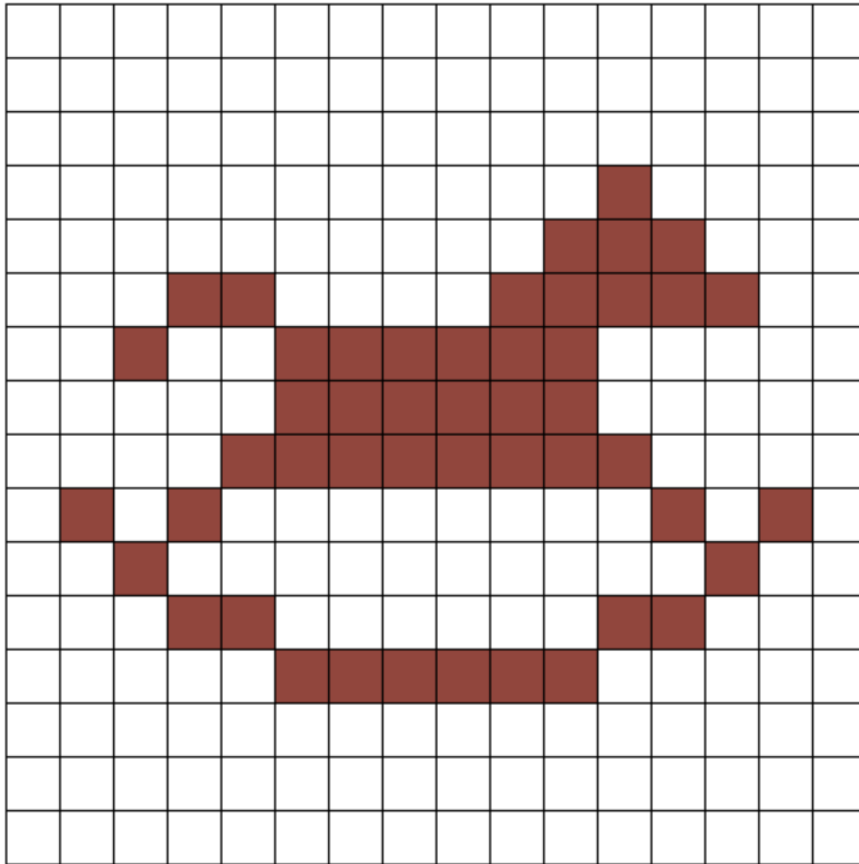
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . 2 2 2 . . . . .
. . . . . . . 2 2 2 . 2 2 2 . . .
. . . . . . . 2 2 . 2 2 . 2 . . .
. . . . . . 2 2 2 . 2 2 2 2 . . .
. 7 7 7 . 2 2 2 . 2 2 2 . 2 . .
. 7 7 7 . . 2 2 2 . . . 2 2 . .
. . 7 7 7 7 . . . 2 2 2 2 . . .
. . 7 7 7 7 . 2 . 2 2 2 2 . . .
. . . 7 7 7 . 2 2 . 2 2 . . . .
. . . . . 7 7 7 . . . . . . . .
. . . . . . 7 . . . . . . . . .
. . . 7 7 . 7 . . 7 7 7 . . . .
. . . . 7 7 7 . 7 7 7 . . . . .
. . . . . 7 7 7 7 7 . . . . . .
. . . . . . 7 . . . . . . . . .
. . . . . . 7 . . . . . . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```

```
let myImg = img`
```

```

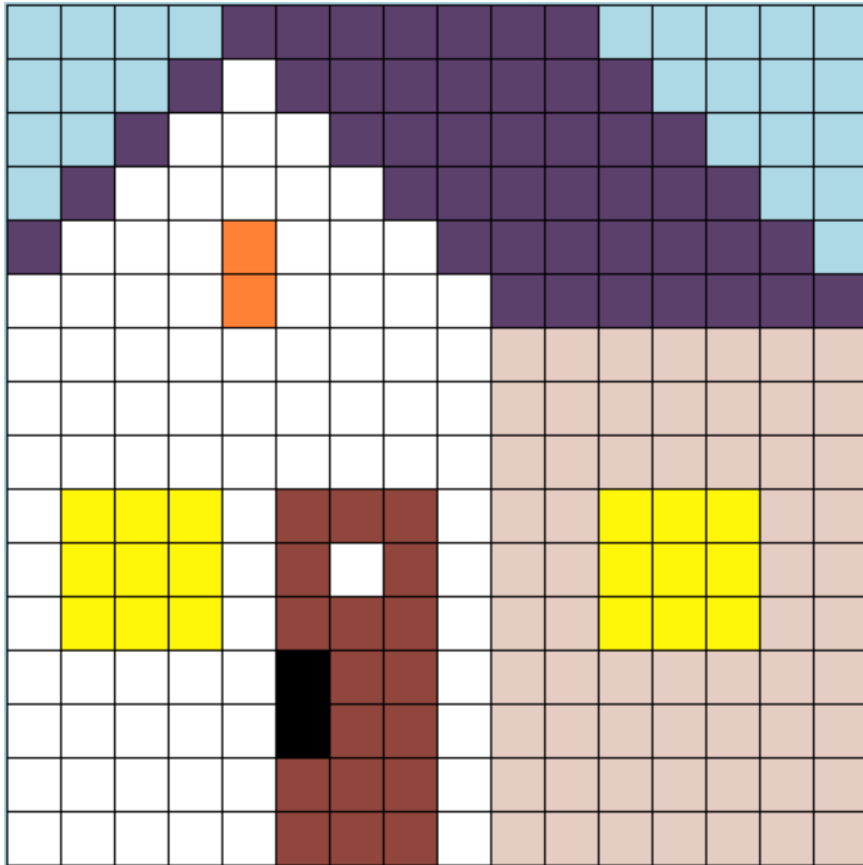
. . . . . . . . . . . . . . .
. . . . . . . . . . . . . . .
. . . . . . . . . . . . . . .
. . . . . . . . . . . e . . . .
. . . . . . . . . . . e e e . . .
. . . e e . . . . e e e e e . .
. . e . . e e e e e e . . . . .
. . . . . e e e e e e e . . . .
. . . . e e e e e e e e . . . .
. e . e . . . . . . . e . e .
. . e . . . . . . . . . e . .
. . . e e . . . . . . e e . . .
. . . . . e e e e e e . . . . .
. . . . . . . . . . . . . . .
. . . . . . . . . . . . . . .
. . . . . . . . . . . . . . .

```

```
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

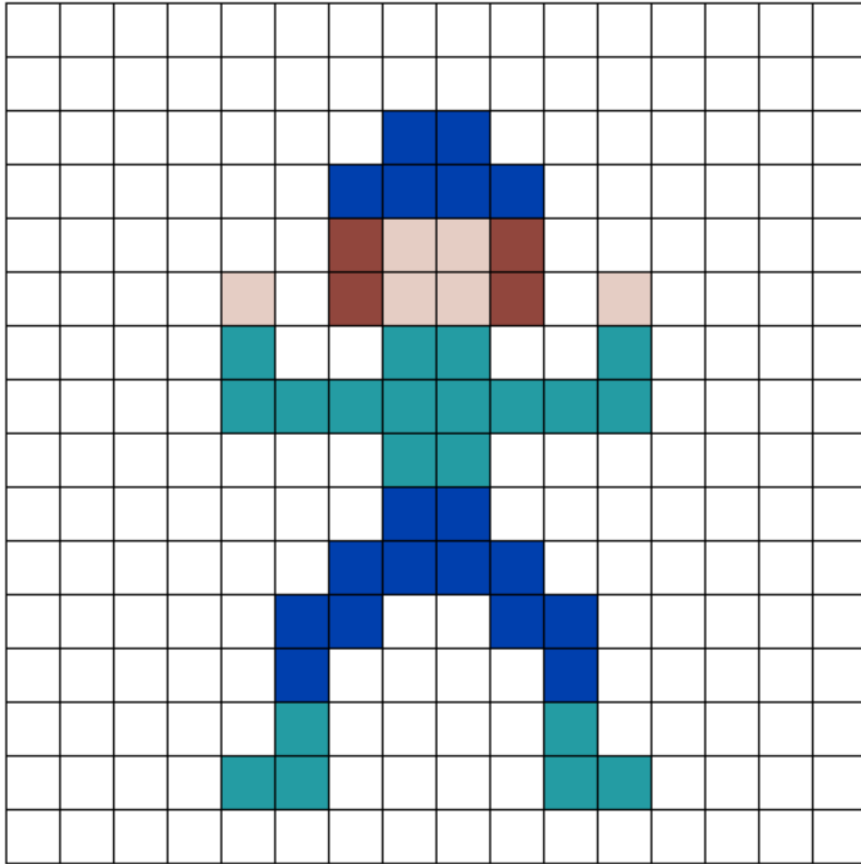
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . c c c c c c c . . . .
. . . c 1 c c c c c c c . . . .
. . c 1 1 1 c c c c c c c . . .
. c 1 1 1 1 1 c c c c c c c . .
c 1 1 1 4 1 1 1 c c c c c c c .
1 1 1 1 4 1 1 1 1 c c c c c c c
1 1 1 1 1 1 1 1 1 d d d d d d d
1 1 1 1 1 1 1 1 1 d d d d d d d
1 1 1 1 1 1 1 1 1 d d d d d d d
1 5 5 5 1 e e e 1 d d 5 5 5 d d
1 5 5 5 1 e 1 e 1 d d 5 5 5 d d
1 5 5 5 1 e e e 1 d d 5 5 5 d d
1 1 1 1 1 f e e 1 d d d d d d d
1 1 1 1 1 f e e 1 d d d d d d d
1 1 1 1 1 e e e 1 d d d d d d d
1 1 1 1 1 e e e 1 d d d d d d d
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

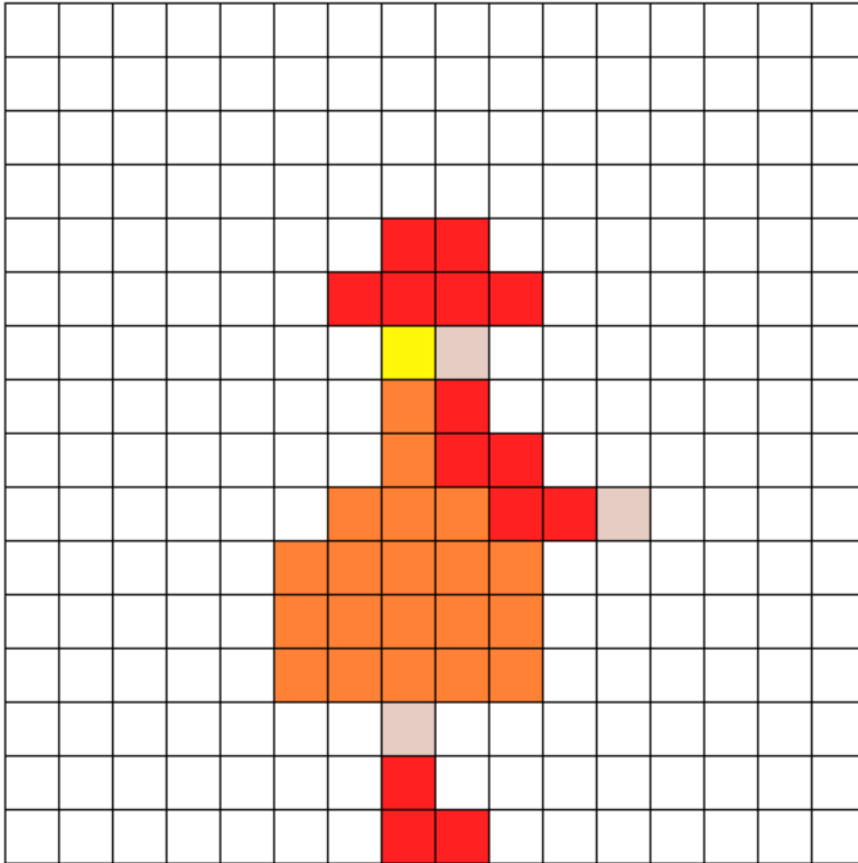
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```

```
let myImg = img`
. . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
. . . . . . . 8 8 . . . . . . .
. . . . . . 8 8 8 8 . . . . . .
. . . . . . e d d e . . . . . .
. . . . d . e d d e . d . . . .
. . . . 6 . . 6 6 . . 6 . . . .
. . . . 6 6 6 6 6 6 6 6 . . . .
. . . . . . . 6 6 . . . . . . .
. . . . . . . 8 8 . . . . . . .
. . . . . . 8 8 8 8 . . . . . .
. . . . . 8 8 . . 8 8 . . . . .
. . . . . 8 . . . . 8 . . . . .
. . . . . 6 . . . . 6 . . . . .
. . . . 6 6 . . . . 6 6 . . . .
. . . . . . . . . . . . . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

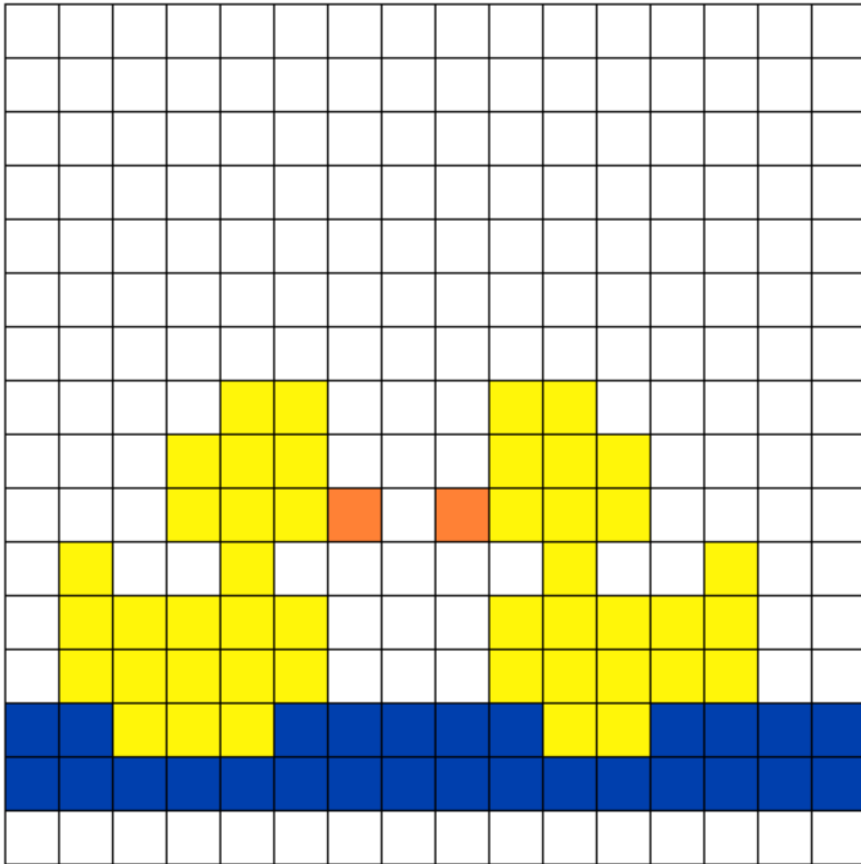
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . . . . . . .
. . . . . . . . . . . . . . .
. . . . . . . . . . . . . . .
. . . . . . . . . . . . . . .
. . . . . . . 2 2 . . . . . . .
. . . . . . 2 2 2 2 . . . . . .
. . . . . . 5 d . . . . . . .
. . . . . . 4 2 . . . . . . .
. . . . . . 4 2 2 . . . . . .
. . . . . . 4 4 4 2 2 d . . . .
. . . . . 4 4 4 4 4 . . . . . .
. . . . . 4 4 4 4 4 . . . . . .
. . . . . 4 4 4 4 4 . . . . . .
. . . . . . d . . . . . . . . .
. . . . . . 2 . . . . . . . . .
. . . . . . 2 2 . . . . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

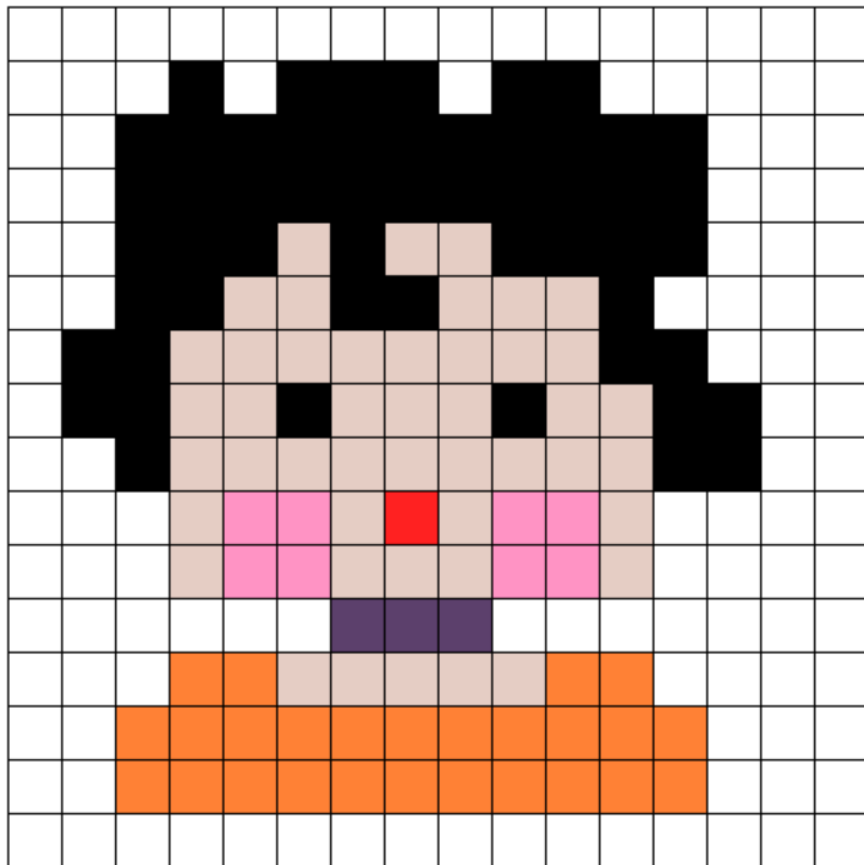
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```

```
let myImg = img`  
  . . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . . .  
  . . . . . . . . . . . . . . . .  
  . . . . . 5 5 . . . 5 5 . . . . .  
  . . . 5 5 5 . . . 5 5 5 . . . . .  
  . . . 5 5 5 4 . 4 5 5 5 . . . . .  
  . 5 . . 5 . . . . . 5 . . 5 . . .  
  . 5 5 5 5 5 . . . 5 5 5 5 5 . . .  
  . 5 5 5 5 5 . . . 5 5 5 5 5 . . .  
  8 8 5 5 5 8 8 8 8 8 5 5 8 8 8 8  
  8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8  
  . . . . . . . . . . . . . . . .  
`;  
;
```

```
// Microsoft MakeCode Arcade  
let mySprite = sprites.create(myImg);
```

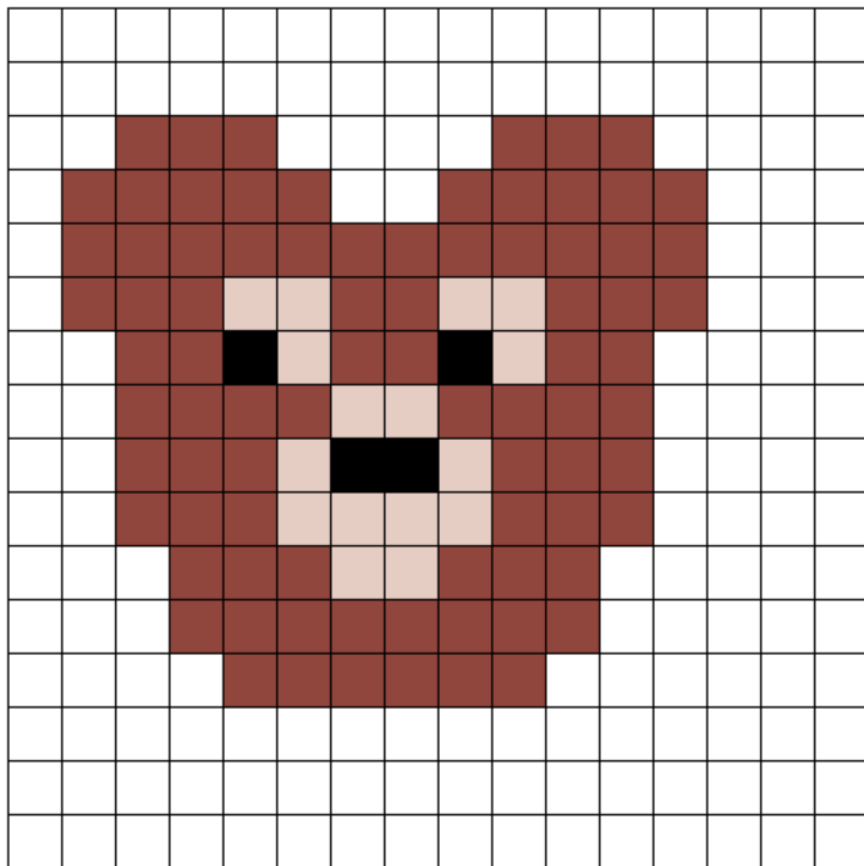
```
// CodeGuppy - coding platform for schools  
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . . . . . . .
. . . f . f f f . f f . . . . .
. . f f f f f f f f f f f . . .
. . f f f f f f f f f f f . . .
. . f f f d f d d f f f f . . .
. . f f d d f f d d d f . . . .
. f f d d d d d d d d f f . . .
. f f d d f d d d f d d f f . .
. . f d d d d d d d d d f f . .
. . . d 3 3 d 2 d 3 3 d . . . .
. . . d 3 3 d d d 3 3 d . . . .
. . . . . . c c c . . . . . .
. . . 4 4 d d d d d 4 4 . . . .
. . 4 4 4 4 4 4 4 4 4 4 . . .
. . 4 4 4 4 4 4 4 4 4 4 . . .
. . . . . . . . . . . . . . .
;`
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

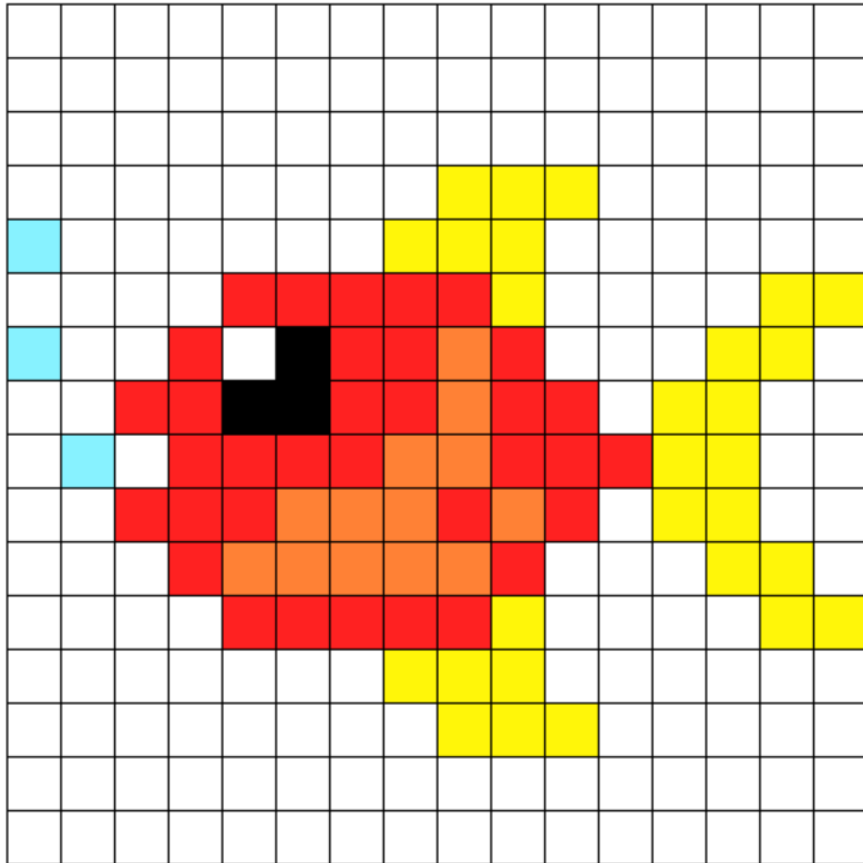
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . .
. . e e e . . . . e e e . . . . .
. e e e e e . . e e e e e . . . . .
. e e e e e e e e e e e e . . . . .
. e e e d d e e d d e e e . . . . .
. . e e f d e e f d e e . . . . .
. . e e e e d d e e e e . . . . .
. . e e e d f f d e e e . . . . .
. . e e e d d d d e e e . . . . .
. . . e e e d d e e e . . . . .
. . . e e e e e e e . . . . .
. . . . e e e e e e . . . . .
. . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

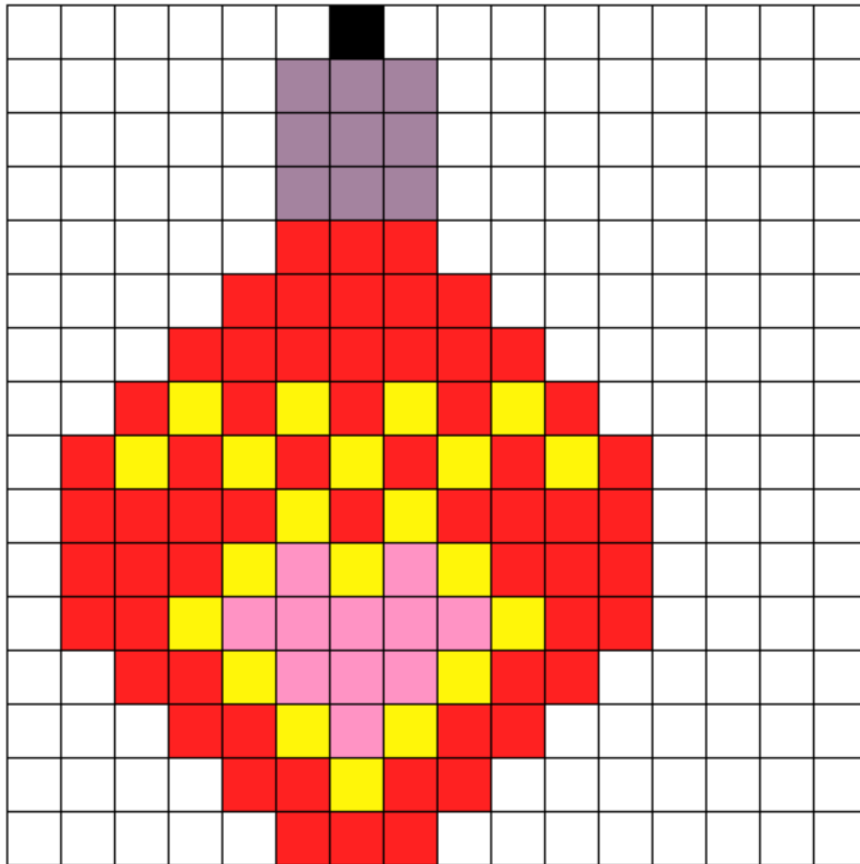
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . . . . . . .
. . . . . . . . . . . . . . .
. . . . . . . . . . . . . . .
. . . . . . . . 5 5 5 . . . . .
9 . . . . . . 5 5 5 . . . . .
. . . . 2 2 2 2 2 5 . . . 5 5
9 . . 2 1 f 2 2 4 2 . . . 5 5 .
. . 2 2 f f 2 2 4 2 2 . 5 5 . .
. 9 . 2 2 2 2 4 4 2 2 2 5 5 . .
. . 2 2 2 4 4 4 2 4 2 . 5 5 . .
. . . 2 4 4 4 4 4 2 . . . 5 5 .
. . . . 2 2 2 2 2 5 . . . . 5 5
. . . . . . . 5 5 5 . . . . . .
. . . . . . . . 5 5 5 . . . . .
. . . . . . . . . . . . . . .
. . . . . . . . . . . . . . .
;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

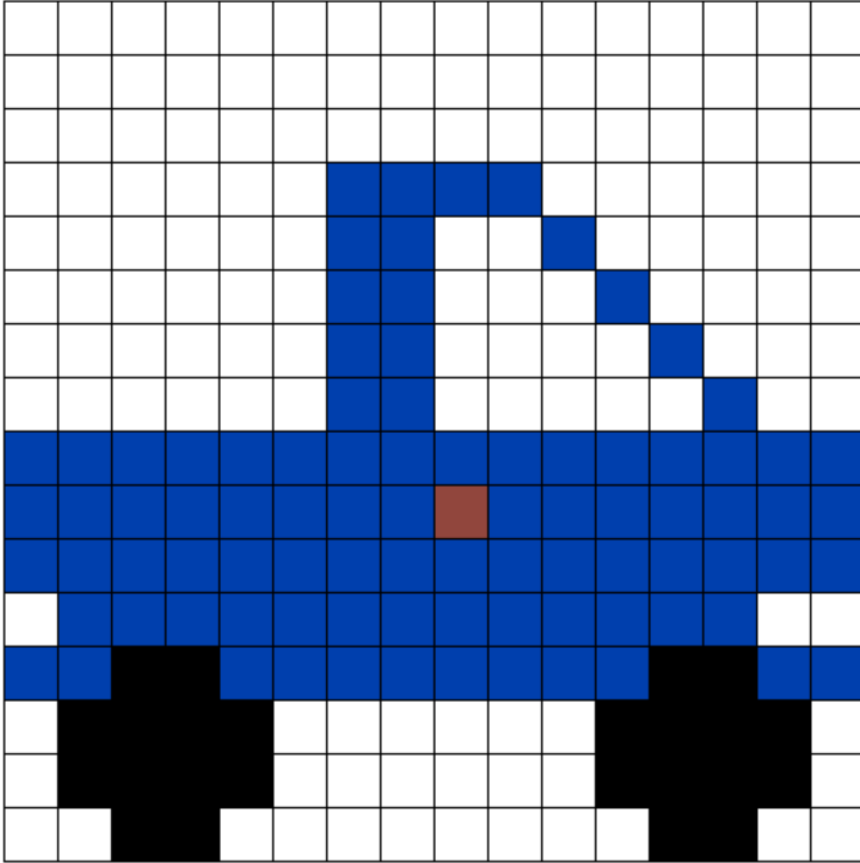
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`  
  . . . . . f . . . . .  
  . . . . . b b b . . . . .  
  . . . . . b b b . . . . .  
  . . . . . b b b . . . . .  
  . . . . . 2 2 2 . . . . .  
  . . . . 2 2 2 2 2 . . . . .  
  . . . 2 2 2 2 2 2 . . . . .  
  . . 2 5 2 5 2 5 2 5 2 . . . . .  
  . 2 5 2 5 2 5 2 5 2 5 2 . . . . .  
  . 2 2 2 2 5 2 5 2 2 2 . . . . .  
  . 2 2 2 5 3 5 3 5 2 2 2 . . . . .  
  . 2 2 5 3 3 3 3 3 5 2 2 . . . . .  
  . . 2 2 5 3 3 3 5 2 2 . . . . .  
  . . . 2 2 5 3 5 2 2 . . . . .  
  . . . . 2 2 5 2 2 . . . . .  
  . . . . . 2 2 2 . . . . .  
`;  
;
```

```
// Microsoft MakeCode Arcade  
let mySprite = sprites.create(myImg);
```

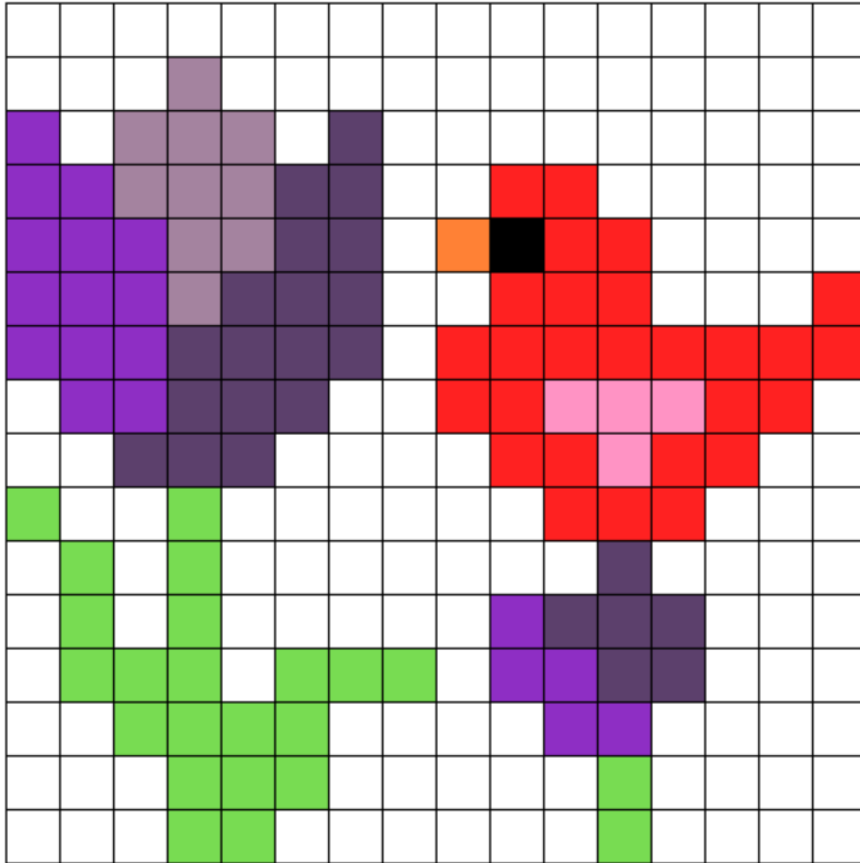
```
// CodeGuppy - coding platform for schools  
let mySprite = sprite(myImg);
```

```
let myImg = img`
. . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . .
. . . . . . . 8 8 8 8 . . . . . . . . . . .
. . . . . . . 8 8 1 1 8 . . . . . . . . . .
. . . . . . . 8 8 1 1 1 8 . . . . . . . . .
. . . . . . . 8 8 1 1 1 1 8 . . . . . . . .
. . . . . . . 8 8 1 1 1 1 1 8 . . . . . . .
8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8
8 8 8 8 8 8 8 8 8 e 8 8 8 8 8 8 8 8 8 8
8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8
1 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 1 1
8 8 f f 8 8 8 8 8 8 8 8 8 8 f f 8 8
. f f f f . . . . . . f f f f .
. f f f f . . . . . . f f f f .
. . f f . . . . . . . . f f . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

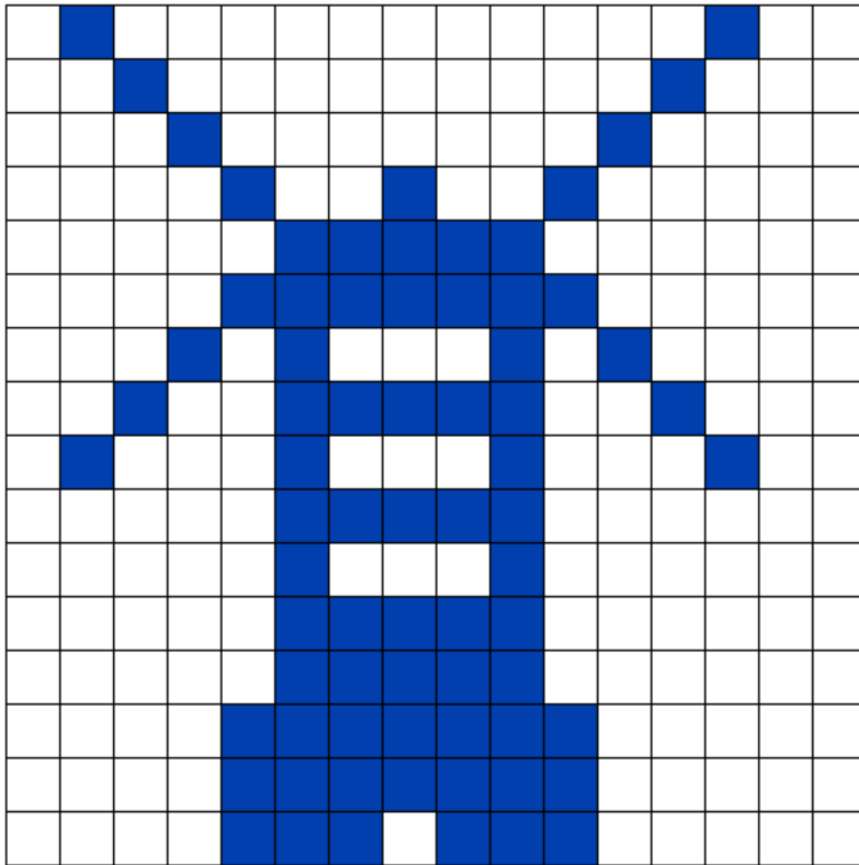
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . . . . . . .
. . . b . . . . . . . . . . .
a . b b b . c . . . . . . . . .
a a b b b c c . . 2 2 . . . . .
a a a b b c c . 4 f 2 2 . . . . .
a a a b c c c . . 2 2 2 . . . 2
a a a c c c c . 2 2 2 2 2 2 2
. a a c c c . . 2 2 3 3 3 2 2 .
. . c c c . . . . 2 2 3 2 2 . .
7 . . 7 . . . . . . 2 2 2 . . .
. 7 . 7 . . . . . . . c . . . .
. 7 . 7 . . . . . a c c c . . .
. 7 7 7 . 7 7 7 . a a c c . . .
. . 7 7 7 7 . . . . . a a . . . .
. . . 7 7 7 . . . . . 7 . . . .
. . . 7 7 . . . . . . 7 . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

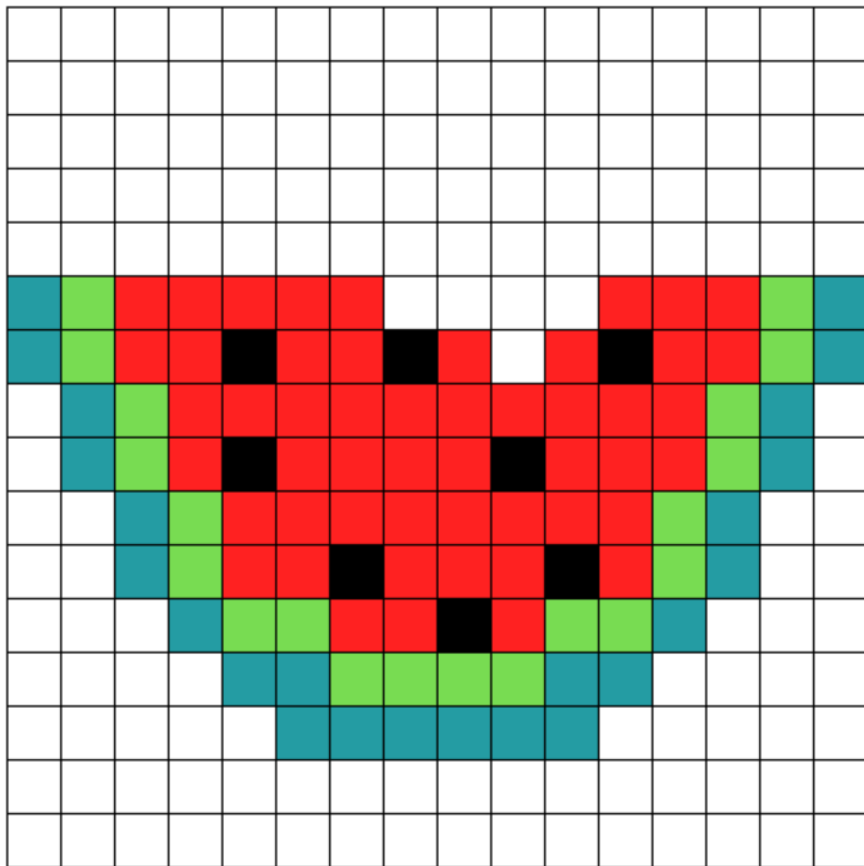
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. 8 . . . . . . . . . . 8 . .
. . 8 . . . . . . . . . 8 . .
. . . 8 . . . . . . . . 8 . .
. . . . 8 . . 8 . . 8 . . . .
. . . . . 8 8 8 8 8 . . . . .
. . . . . 8 8 8 8 8 8 . . . . .
. . . . 8 . 8 . . . 8 . 8 . . .
. . 8 . . 8 8 8 8 8 . . 8 . .
. 8 . . . 8 . . . 8 . . . 8 . .
. . . . . 8 8 8 8 8 . . . . .
. . . . . 8 . . . 8 . . . . .
. . . . . 8 8 8 8 8 . . . . .
. . . . . 8 8 8 8 8 . . . . .
. . . . . 8 8 8 8 8 8 . . . . .
. . . . . 8 8 8 8 8 8 . . . . .
. . . . . 8 8 8 . 8 8 8 . . . . .
`
;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

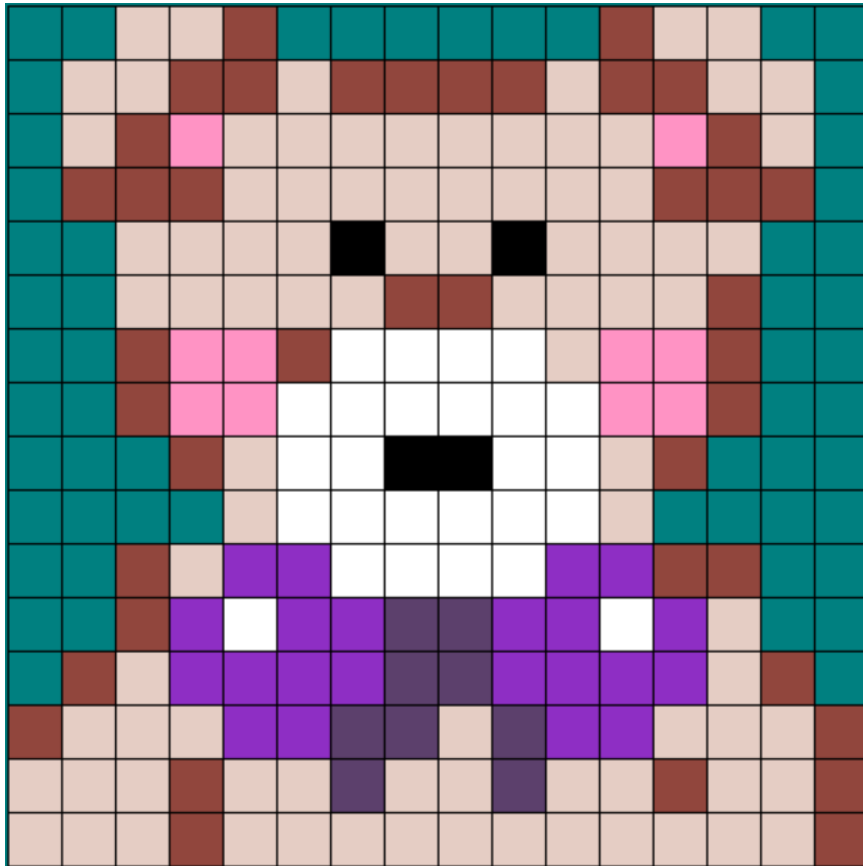
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . . . . . . .
. . . . . . . . . . . . . . .
. . . . . . . . . . . . . . .
. . . . . . . . . . . . . . .
. . . . . . . . . . . . . . .
6 7 2 2 2 2 2 . . . . 2 2 2 7 6
6 7 2 2 f 2 2 f 2 . 2 f 2 2 7 6
. 6 7 2 2 2 2 2 2 2 2 2 7 6 .
. 6 7 2 f 2 2 2 2 f 2 2 2 7 6 .
. . 6 7 2 2 2 2 2 2 2 7 6 . .
. . 6 7 2 2 f 2 2 2 f 2 7 6 . .
. . . 6 7 7 2 2 f 2 7 7 6 . . .
. . . . 6 6 7 7 7 7 6 6 . . . .
. . . . . 6 6 6 6 6 6 . . . . .
. . . . . . . . . . . . . . .
. . . . . . . . . . . . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

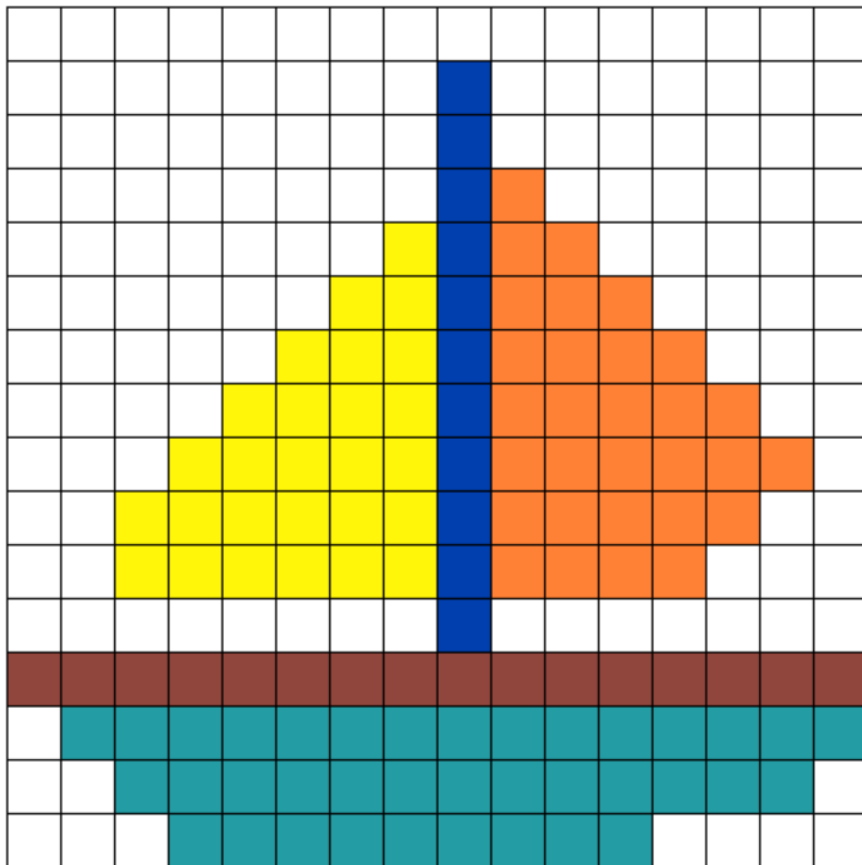
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . d d e . . . . . e d d . .
. d d e e d e e e e d e e d d .
. d e 3 d d d d d d d d 3 e d .
. e e e d d d d d d d d e e e .
. . d d d d f d d f d d d d . .
. . d d d d d e e d d d d e . .
. . e 3 3 e 1 1 1 1 d 3 3 e . .
. . e 3 3 1 1 1 1 1 1 3 3 e . .
. . . e d 1 1 f f 1 1 d e . . .
. . . . d 1 1 1 1 1 1 d . . . .
. . e d a a 1 1 1 1 a a e e . .
. . e a 1 a a c c a a 1 a d . .
. e d a a a a c c a a a a d e .
e d d d a a c c d c a a d d d e
d d d e d d c d d c d d e d d e
d d d e d d d d d d d d d d d e
`
;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

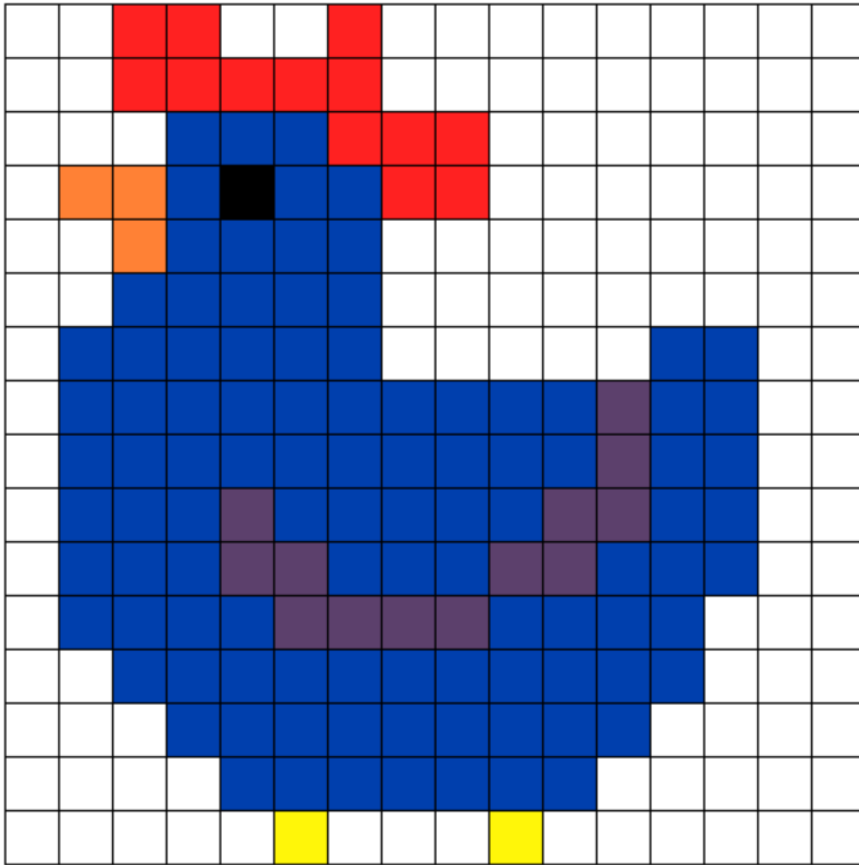
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . . . . . . . . .
. . . . . . . . . 8 . . . . . . .
. . . . . . . . . 8 . . . . . . .
. . . . . . . . . 8 4 . . . . . . .
. . . . . . . . . 5 8 4 4 . . . . .
. . . . . . . . . 5 5 8 4 4 4 . . . .
. . . . . . . . . 5 5 5 8 4 4 4 4 . . .
. . . . . . . . . 5 5 5 5 8 4 4 4 4 4 . .
. . . . . . . . . 5 5 5 5 5 8 4 4 4 4 4 4 .
. . . . . . . . . 5 5 5 5 5 5 8 4 4 4 4 4 . .
. . . . . . . . . 5 5 5 5 5 5 8 4 4 4 4 . . .
. . . . . . . . . . 8 . . . . . . .
e e e e e e e e e e e e e e e e e
. 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6
. . 6 6 6 6 6 6 6 6 6 6 6 6 6 .
. . . 6 6 6 6 6 6 6 6 6 . . . .
`
;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

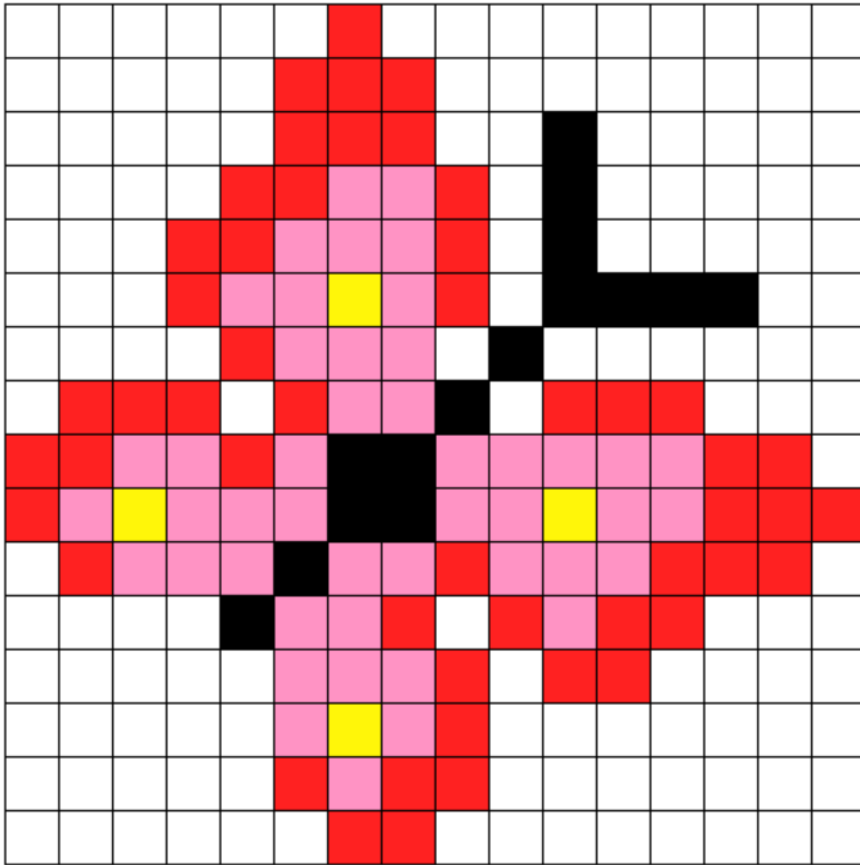
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
  . . 2 2 . . 2 . . . . . . . . . .
  . . 2 2 2 2 2 . . . . . . . . . .
  . . . 8 8 8 2 2 2 . . . . . . . . .
  . 4 4 8 f 8 8 2 2 . . . . . . . . .
  . . 4 8 8 8 8 . . . . . . . . . .
  . . 8 8 8 8 8 . . . . . . . . . .
  . 8 8 8 8 8 8 . . . . . 8 8 . . .
  . 8 8 8 8 8 8 8 8 8 8 c 8 8 . . .
  . 8 8 8 8 8 8 8 8 8 8 c 8 8 . . .
  . 8 8 8 c 8 8 8 8 8 c c 8 8 . . .
  . 8 8 8 c c 8 8 8 c c 8 8 8 . . .
  . . 8 8 8 8 8 8 8 8 8 8 8 . . . .
  . . . 8 8 8 8 8 8 8 8 . . . . . .
  . . . . 8 8 8 8 8 8 . . . . . . .
  . . . . . 5 . . . 5 . . . . . . .
`
;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

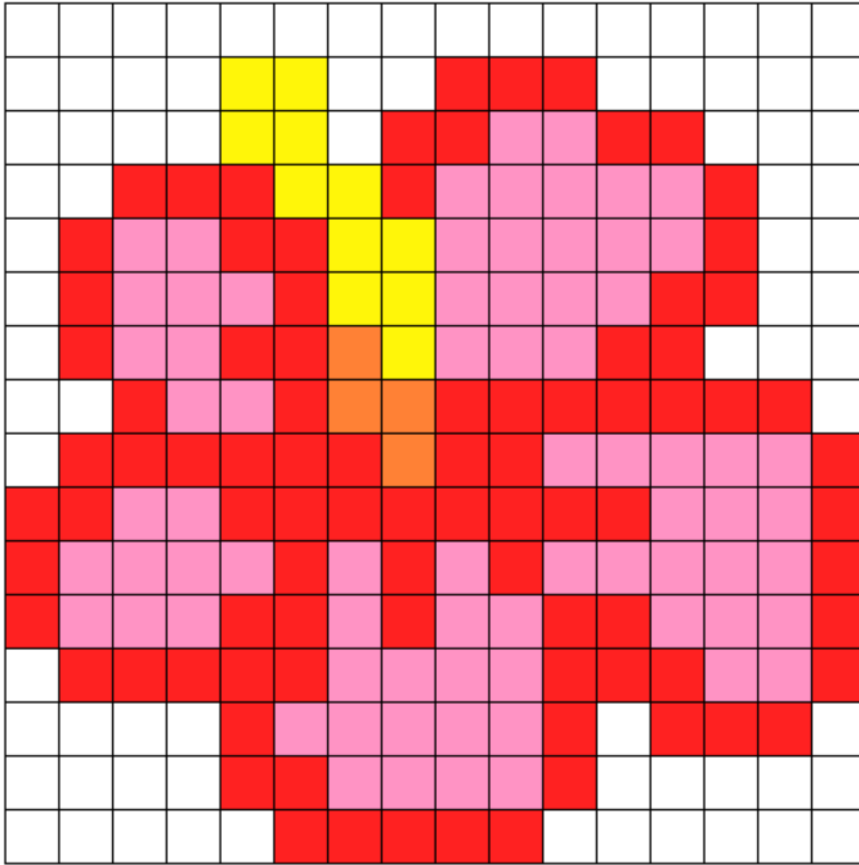
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . 2 . . . . . . . . .
. . . . . 2 2 2 . . . . . . .
. . . . . 2 2 2 . . f . . . . .
. . . . 2 2 3 3 2 . f . . . . .
. . . 2 2 3 3 3 2 . f . . . . .
. . . 2 3 3 5 3 2 . f f f f . .
. . . . 2 3 3 3 . f . . . . .
. 2 2 2 . 2 3 3 f . 2 2 2 . . .
2 2 3 3 2 3 f f 3 3 3 3 3 2 2 .
2 3 5 3 3 3 f f 3 3 5 3 3 2 2 2
. 2 3 3 3 f 3 3 2 3 3 3 2 2 2 .
. . . . f 3 3 2 . 2 3 2 2 . . .
. . . . . 3 3 3 2 . 2 2 . . . .
. . . . . 3 5 3 2 . . . . . .
. . . . . 2 3 2 2 . . . . . .
. . . . . . 2 2 . . . . . .
`
;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

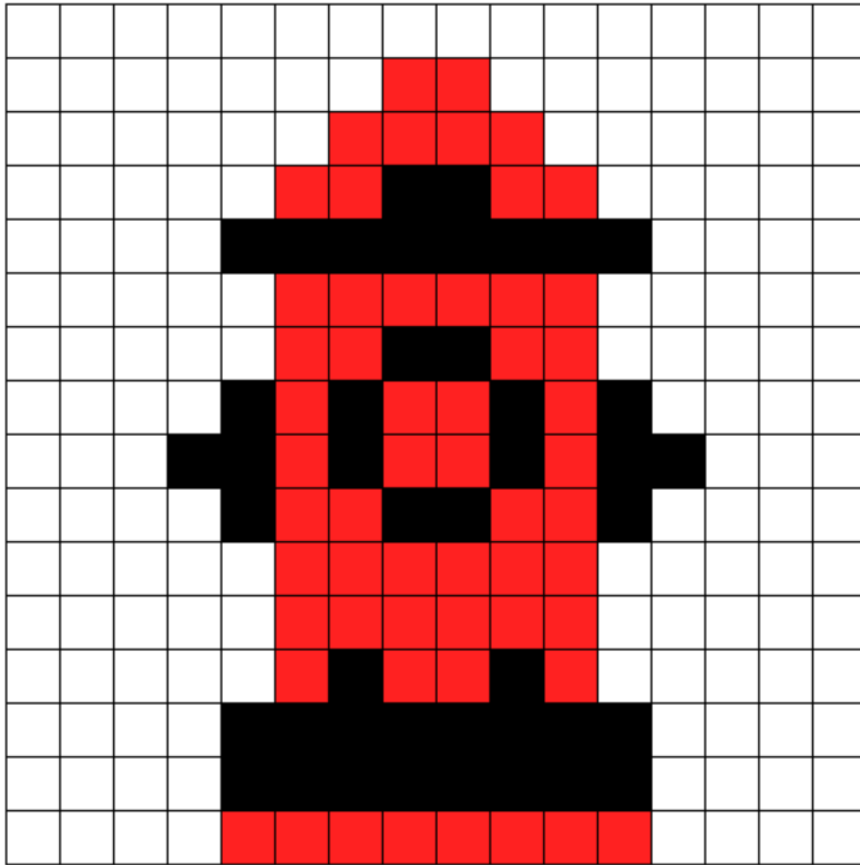
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```

```
let myImg = img`
. . . . . . . . . . . . . . . .
. . . . 5 5 . . 2 2 2 . . . . .
. . . . 5 5 . 2 2 3 3 2 2 . . .
. . 2 2 2 5 5 2 3 3 3 3 3 2 . .
. 2 3 3 2 2 5 5 3 3 3 3 3 2 . .
. 2 3 3 3 2 5 5 3 3 3 3 2 2 . .
. 2 3 3 2 2 4 5 3 3 3 2 2 . . .
. . 2 3 3 2 4 4 2 2 2 2 2 2 .
. 2 2 2 2 2 2 4 2 2 3 3 3 3 2
2 2 3 3 2 2 2 2 2 2 2 2 3 3 3 2
2 3 3 3 3 2 3 2 3 2 3 3 3 3 3 2
2 3 3 3 2 2 3 2 3 3 2 2 3 3 3 2
. 2 2 2 2 2 3 3 3 3 2 2 2 3 3 2
. . . . 2 3 3 3 3 3 2 . 2 2 2 .
. . . . 2 2 3 3 3 3 2 . . . . .
. . . . . 2 2 2 2 2 . . . . .
;`
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

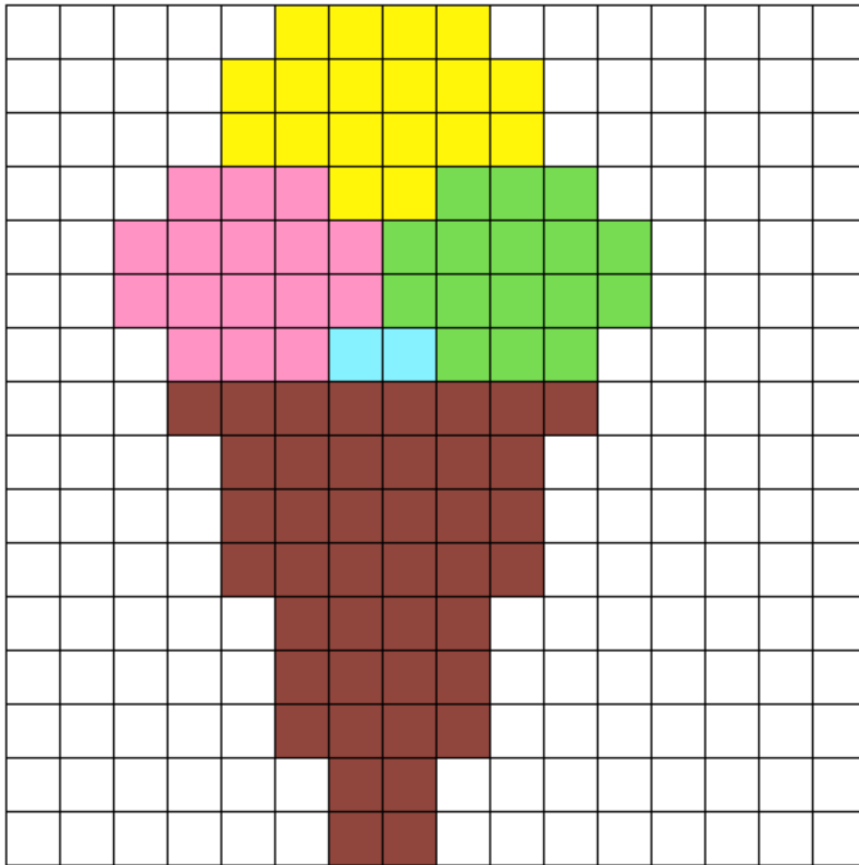
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`  
  . . . . . . . . . . . . . . . . . . . .  
  . . . . . . . . 2 2 . . . . . . . . . .  
  . . . . . . . 2 2 2 2 . . . . . . . . . .  
  . . . . . 2 2 f f 2 2 . . . . . . . . . .  
  . . . . . f f f f f f f f . . . . . . . . . .  
  . . . . . 2 2 2 2 2 2 . . . . . . . . . .  
  . . . . . 2 2 f f 2 2 . . . . . . . . . .  
  . . . . . f 2 f 2 2 f 2 f . . . . . . . . . .  
  . . . . . f f 2 f 2 2 f 2 f f . . . . . . . . . .  
  . . . . . f 2 2 f f 2 2 f . . . . . . . . . .  
  . . . . . 2 2 2 2 2 2 . . . . . . . . . .  
  . . . . . 2 2 2 2 2 2 . . . . . . . . . .  
  . . . . . 2 f 2 2 f 2 . . . . . . . . . .  
  . . . . . f f f f f f f f . . . . . . . . . .  
  . . . . . f f f f f f f f . . . . . . . . . .  
  . . . . . 2 2 2 2 2 2 2 . . . . . . . . . .  
`;  
;
```

```
// Microsoft MakeCode Arcade  
let mySprite = sprites.create(myImg);
```

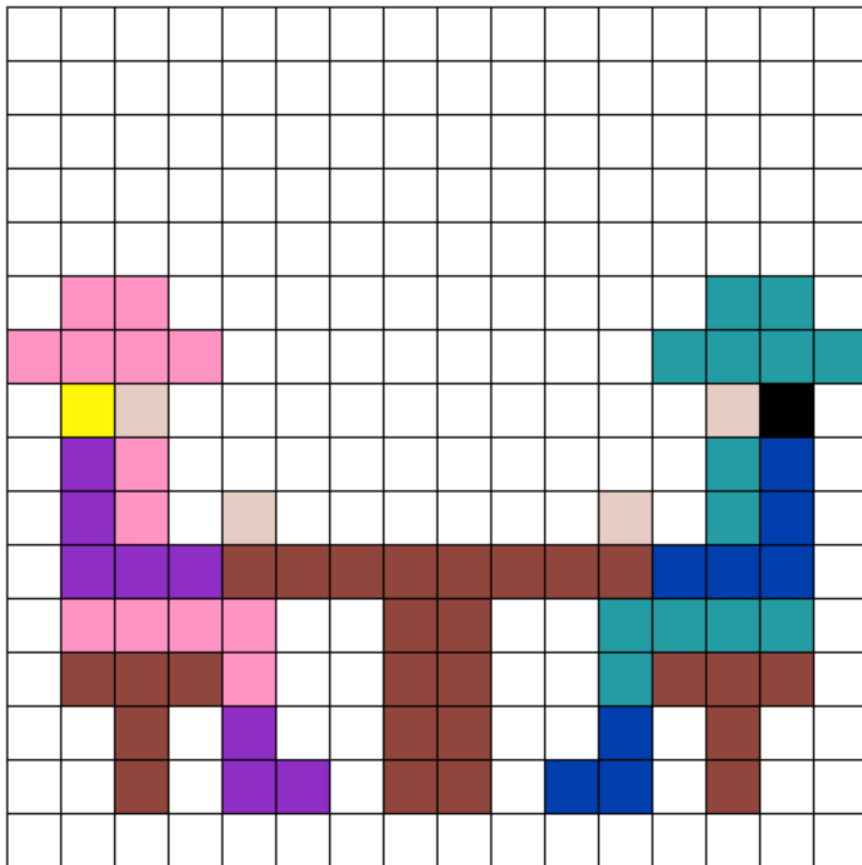
```
// CodeGuppy - coding platform for schools  
let mySprite = sprite(myImg);
```



```
let myImg = img`  
  . . . . . 5 5 5 5 . . . . .  
  . . . . 5 5 5 5 5 5 . . . . .  
  . . . . 5 5 5 5 5 5 . . . . .  
  . . . 3 3 3 5 5 7 7 7 . . . . .  
  . . 3 3 3 3 3 7 7 7 7 7 . . . . .  
  . . 3 3 3 3 3 7 7 7 7 7 . . . . .  
  . . . 3 3 3 9 9 7 7 7 . . . . .  
  . . . e e e e e e e e . . . . .  
  . . . . e e e e e e . . . . .  
  . . . . e e e e e e . . . . .  
  . . . . . e e e e . . . . .  
  . . . . . e e e e . . . . .  
  . . . . . e e e e . . . . .  
  . . . . . e e . . . . .  
  . . . . . e e . . . . .  
`;  
;
```

```
// Microsoft MakeCode Arcade  
let mySprite = sprites.create(myImg);
```

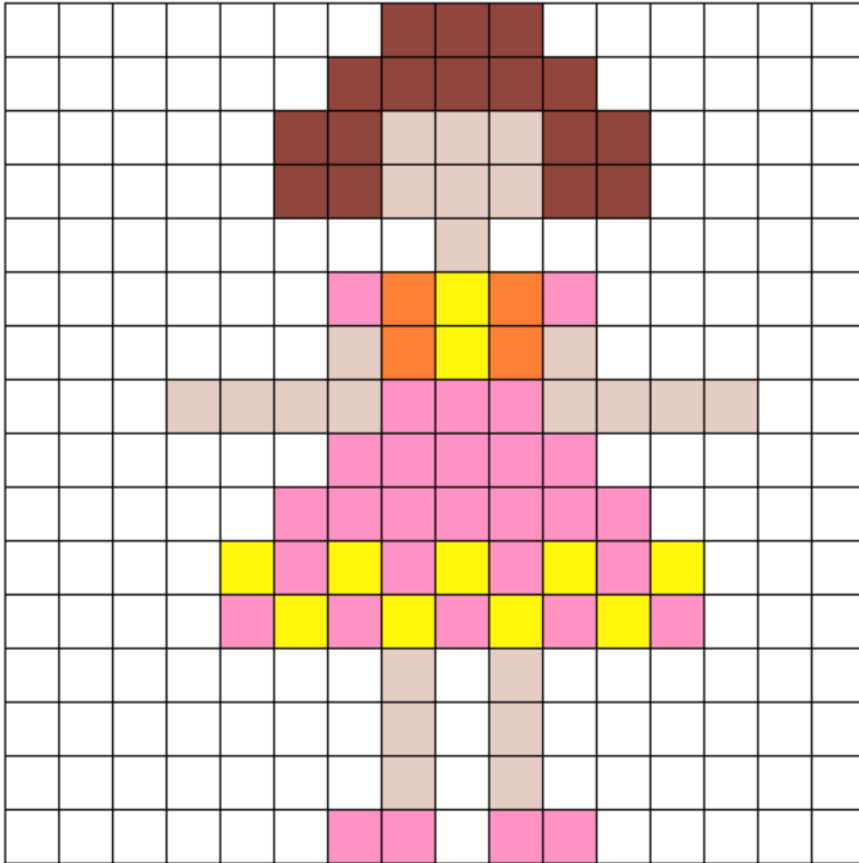
```
// CodeGuppy - coding platform for schools  
let mySprite = sprite(myImg);
```

```
let myImg = img`
. . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . .
. 3 3 . . . . . . . . . 6 6 .
3 3 3 3 . . . . . . . . 6 6 6 6
. 5 d . . . . . . . . . d f .
. a 3 . . . . . . . . . 6 8 .
. a 3 . d . . . . . . d . 6 8 .
. a a a e e e e e e e e 8 8 8 .
. 3 3 3 3 . . e e . . 6 6 6 6 .
. e e e 3 . . e e . . 6 e e e .
. . e . a . . e e . . 8 . e . .
. . e . a a . e e . 8 8 . e . .
. . . . . . . . . . . . . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

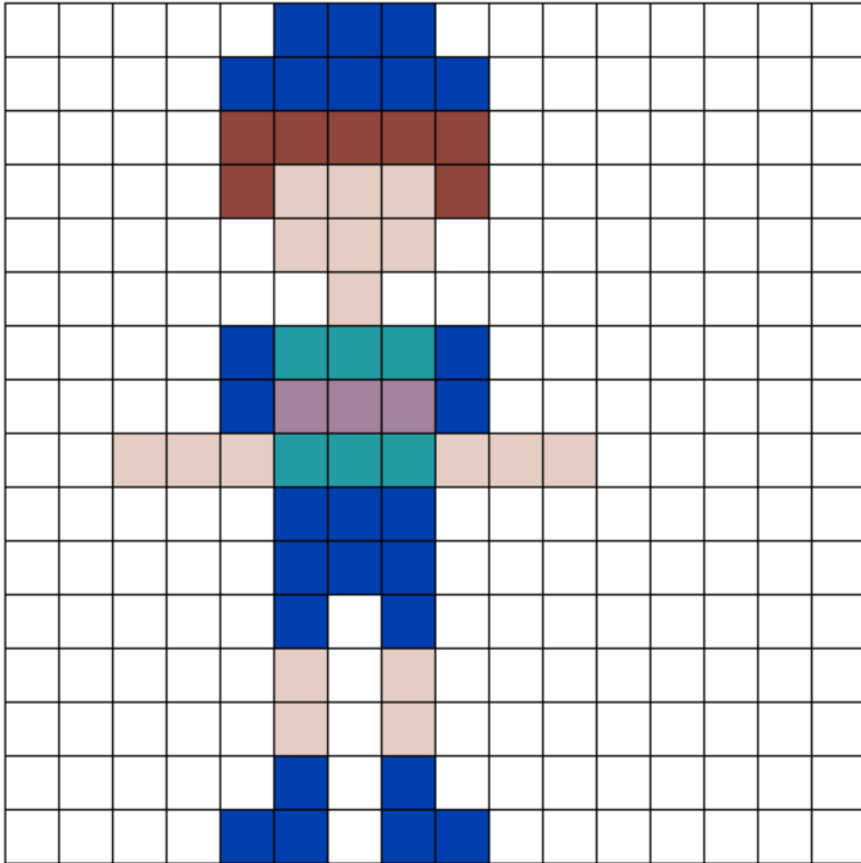
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . e e e . . . . .
. . . . . e e e e e . . . . .
. . . . . e e d d d e e . . . . .
. . . . . e e d d d e e . . . . .
. . . . . . d . . . . .
. . . . . 3 4 5 4 3 . . . . .
. . . . . d 4 5 4 d . . . . .
. . . d d d d 3 3 3 d d d d . .
. . . . . 3 3 3 3 3 . . . . .
. . . . . 3 3 3 3 3 3 . . . . .
. . . . . 5 3 5 3 5 3 5 . . . . .
. . . . . 3 5 3 5 3 5 3 . . . . .
. . . . . . d . d . . . . .
. . . . . . d . d . . . . .
. . . . . . d . d . . . . .
. . . . . 3 3 . 3 3 . . . . .
;`
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

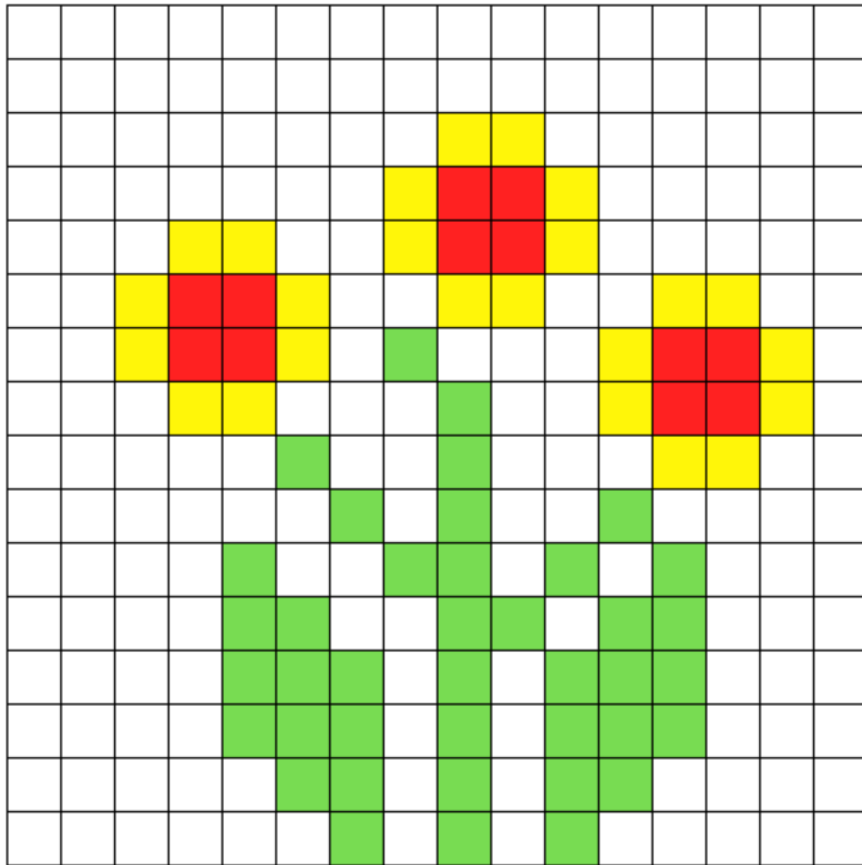
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . 8 8 8 . . . . . . . . .
. . . . . 8 8 8 8 8 . . . . . . . .
. . . . . e e e e e . . . . . . . .
. . . . . e d d d e . . . . . . . .
. . . . . . d d d . . . . . . . . .
. . . . . . . d . . . . . . . . . .
. . . . . 8 6 6 6 8 . . . . . . . . .
. . . . . 8 b b b 8 . . . . . . . . .
. . d d d 6 6 6 d d d . . . . . . .
. . . . . . 8 8 8 . . . . . . . . .
. . . . . . 8 8 8 . . . . . . . . .
. . . . . . 8 . 8 . . . . . . . . .
. . . . . . d . d . . . . . . . . .
. . . . . . d . d . . . . . . . . .
. . . . . . 8 . 8 . . . . . . . . .
. . . . . 8 8 . 8 8 . . . . . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

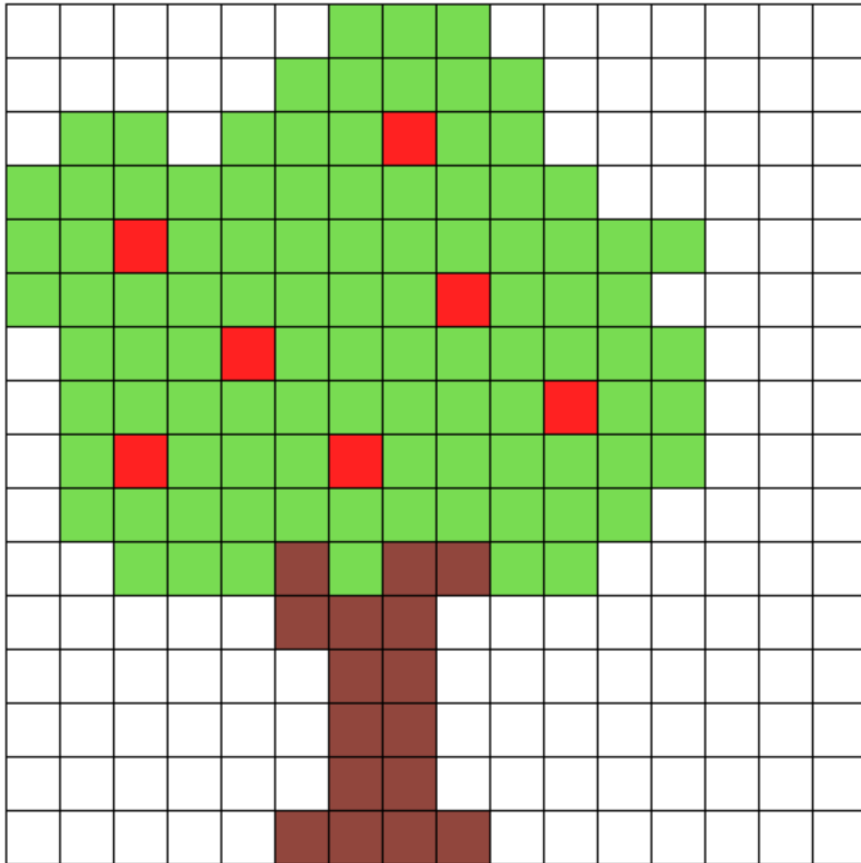
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . . . . . . .
. . . . . . . . . . . . . . .
. . . . . . . . 5 5 . . . . .
. . . . . . . 5 2 2 5 . . . . .
. . . 5 5 . . 5 2 2 5 . . . . .
. . 5 2 2 5 . . 5 5 . . 5 5 . .
. . 5 2 2 5 . 7 . . . 5 2 2 5 .
. . . 5 5 . . . 7 . . 5 2 2 5 .
. . . . . 7 . . 7 . . . 5 5 . .
. . . . . . 7 . 7 . . 7 . . . .
. . . . 7 . . 7 7 . 7 . 7 . . .
. . . . 7 7 . . 7 7 . 7 7 . . .
. . . . 7 7 7 . 7 . 7 7 7 . . .
. . . . 7 7 7 . 7 . 7 7 7 . . .
. . . . . 7 7 . 7 . 7 7 . . . .
. . . . . . 7 . 7 . 7 . . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

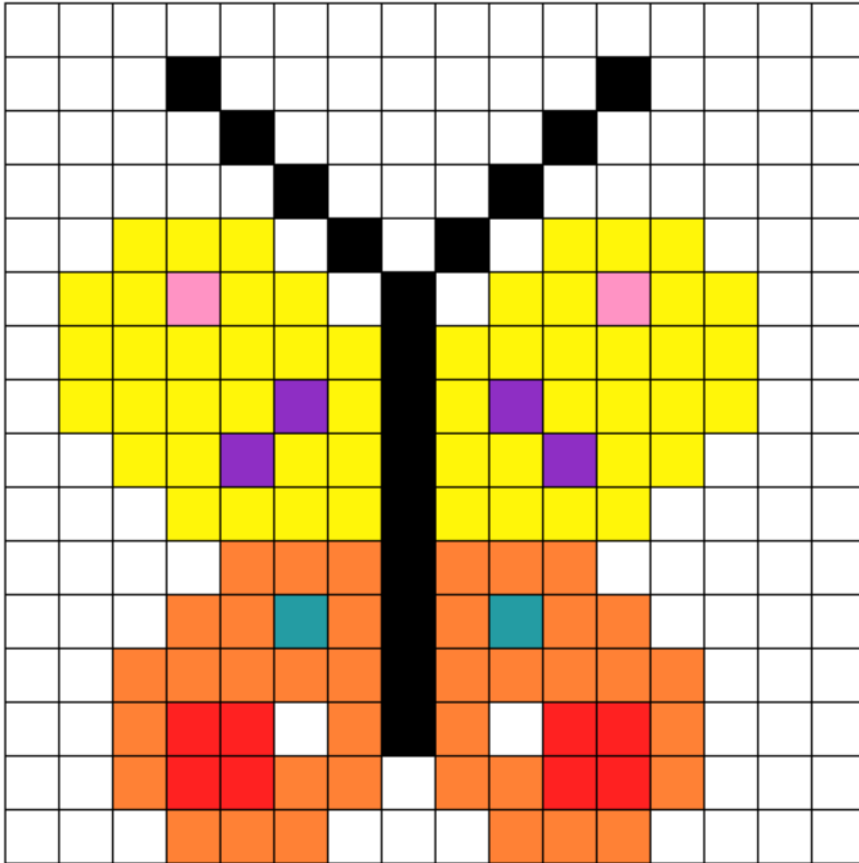
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```

```
let myImg = img`
. . . . . 7 7 7 . . . . .
. . . . . 7 7 7 7 7 . . . . .
. 7 7 . 7 7 7 2 7 7 . . . . .
7 7 7 7 7 7 7 7 7 7 . . . . .
7 7 2 7 7 7 7 7 7 7 7 . . .
7 7 7 7 7 7 7 7 2 7 7 7 . . .
. 7 7 7 2 7 7 7 7 7 7 7 . . .
. 7 7 7 7 7 7 7 7 7 2 7 7 . . .
. 7 2 7 7 7 2 7 7 7 7 7 . . .
. 7 7 7 7 7 7 7 7 7 7 7 . . .
. . 7 7 7 e 7 e e 7 7 . . . . .
. . . . . e e e . . . . . . .
. . . . . e e . . . . . . .
. . . . . e e . . . . . . .
. . . . . e e . . . . . . .
. . . . . e e e e . . . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

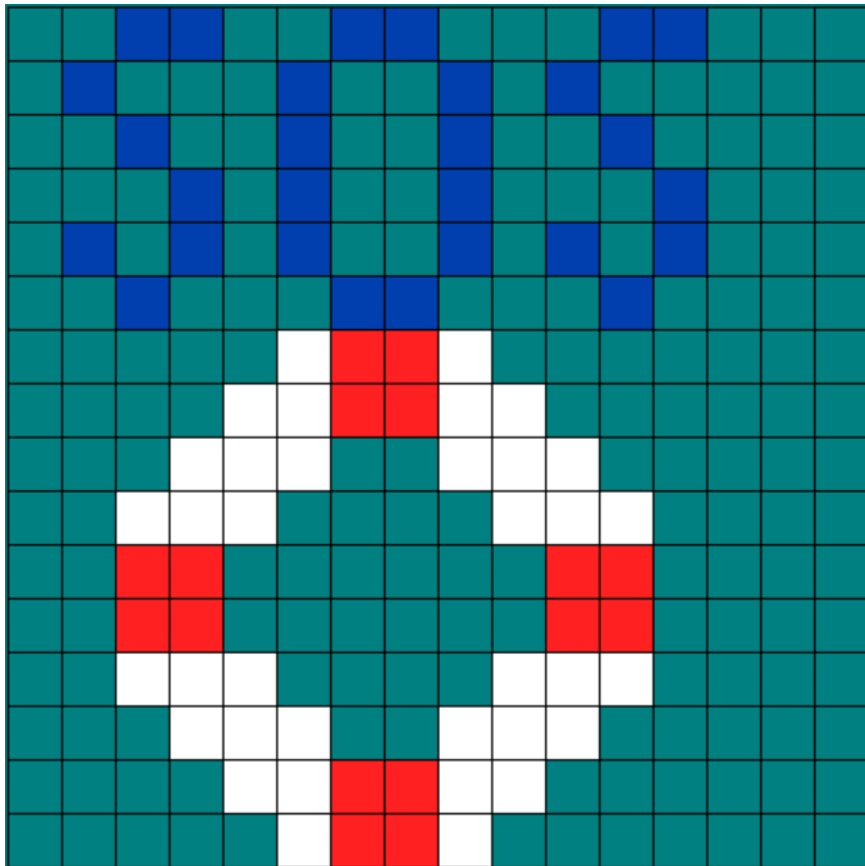
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . . . . . . . .
. . . f . . . . . . . f . . . .
. . . . f . . . . . . f . . . .
. . . . . f . . . . . f . . . .
. . 5 5 5 . f . f . 5 5 5 . . .
. 5 5 3 5 5 . f . 5 5 3 5 5 . .
. 5 5 5 5 5 5 f 5 5 5 5 5 5 . .
. 5 5 5 5 a 5 f 5 a 5 5 5 5 . .
. . 5 5 a 5 5 f 5 5 a 5 5 . . .
. . . 5 5 5 5 f 5 5 5 5 . . . .
. . . . 4 4 4 f 4 4 4 . . . . .
. . . 4 4 6 4 f 4 6 4 4 . . . .
. . 4 4 4 4 4 f 4 4 4 4 4 . . .
. . 4 2 2 1 4 f 4 1 2 2 4 . . .
. . 4 2 2 4 4 . 4 4 2 2 4 . . .
. . . 4 4 4 . . . 4 4 4 . . . .
`
;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

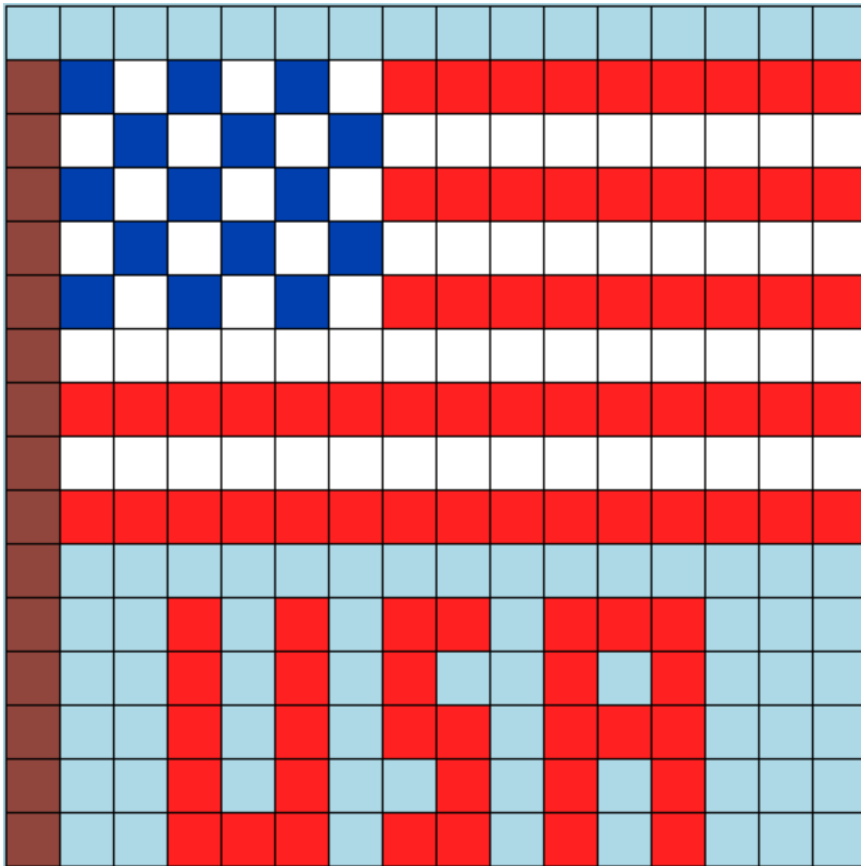
```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```

```
let myImg = img`  
  . . 8 8 . . 8 8 . . . 8 8 . . .  
  . 8 . . . 8 . . 8 . 8 . . . . .  
  . . 8 . . 8 . . 8 . . 8 . . . . .  
  . . . 8 . 8 . . 8 . . . 8 . . . . .  
  . 8 . 8 . 8 . . 8 . 8 . 8 . . . . .  
  . . 8 . . . 8 8 . . . 8 . . . . .  
  . . . . . 1 2 2 1 . . . . . . . . .  
  . . . . . 1 1 2 2 1 1 . . . . . . . . .  
  . . . 1 1 1 . . 1 1 1 . . . . . . . . .  
  . . 1 1 1 . . . . . 1 1 1 . . . . . . . . .  
  . . 2 2 . . . . . . 2 2 . . . . . . . . .  
  . . 2 2 . . . . . . 2 2 . . . . . . . . .  
  . . 1 1 1 . . . . . 1 1 1 . . . . . . . . .  
  . . . 1 1 1 . . 1 1 1 . . . . . . . . . . .  
  . . . . 1 1 2 2 1 1 . . . . . . . . . . .  
  . . . . . 1 2 2 1 . . . . . . . . . . .  
`;  
;
```

```
// Microsoft MakeCode Arcade  
let mySprite = sprites.create(myImg);
```

```
// CodeGuppy - coding platform for schools  
let mySprite = sprite(myImg);
```



```
let myImg = img`
. . . . . . . . . . . . . . .
e 8 1 8 1 8 1 2 2 2 2 2 2 2 2
e 1 8 1 8 1 8 1 1 1 1 1 1 1 1
e 8 1 8 1 8 1 2 2 2 2 2 2 2 2
e 1 8 1 8 1 8 1 1 1 1 1 1 1 1
e 8 1 8 1 8 1 2 2 2 2 2 2 2 2
e 1 1 1 1 1 1 1 1 1 1 1 1 1 1
e 2 2 2 2 2 2 2 2 2 2 2 2 2 2
e 1 1 1 1 1 1 1 1 1 1 1 1 1 1
e 2 2 2 2 2 2 2 2 2 2 2 2 2 2
e . . . . . . . . . . . . . .
e . . 2 . 2 . 2 2 . 2 2 2 . . .
e . . 2 . 2 . 2 . . 2 . 2 . . .
e . . 2 . 2 . 2 2 . 2 2 2 . . .
e . . 2 . 2 . . 2 . 2 . 2 . . .
e . . 2 2 2 . 2 2 . 2 . 2 . . .
`;
```

```
// Microsoft MakeCode Arcade
let mySprite = sprites.create(myImg);
```

```
// CodeGuppy - coding platform for schools
let mySprite = sprite(myImg);
```



This booklet was produced by CodeGuppy –
the free coding platform for kids and teens.

<https://codeguppy.com>
[@codeguppy](https://twitter.com/codeguppy)