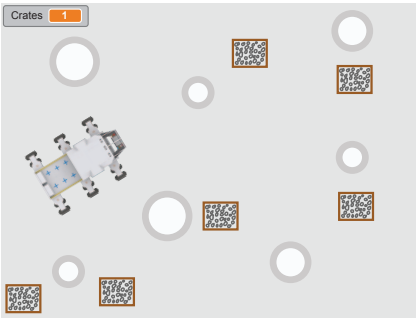
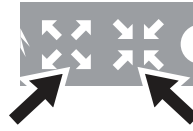


## Experiment



Change the size of the crates.



Click this button, then click a crate to make it bigger.

Click this button, then click a crate to shrink it.

## Challenges

**Make the number of crates count downwards:**

- Count up how many crates you have - for example 6.
- Alter the **set crates block** to start at the total number of crates (e.g. 6).
- Every time a crate is collected make the crates variable change by minus 1.
- You will need to change the code on every crate.

**Count the number of rocks instead of the number of crates:**

- In the data group **right-click** the crates variable and rename it to **rocks**.
- Count up how many rocks you drew inside one of the crates - e.g. 25.
- Every time a crate is collected make the rocks variable go up by the number of rocks in each crate (e.g. 25).
- You will need to change the code on every crate.

## Save Your Project

If you are logged in click **Save as a copy** first.

Change the name of your project in the top left corner.

Save or download your project.