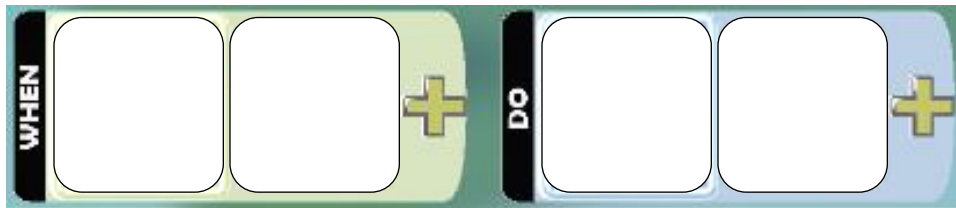


# Kodu Kode Puzzle

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**Directions:** Cut out the Kodu instruction tiles and place them in the appropriate spaces to create the following behaviors.

Behavior 1: When the Kodu sees an apple, it moves towards it.



Behavior 2: When the Kodu bumps into an apple, it eats it.

