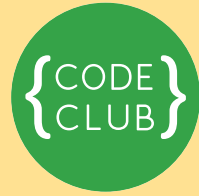
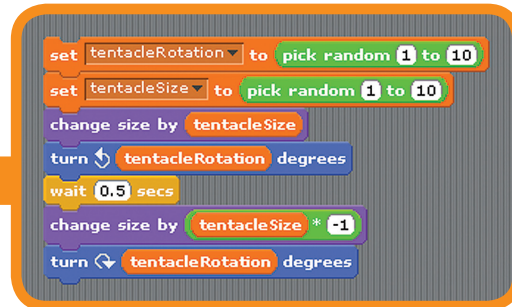


# Scratch Card: Tentacles



Keep track of your progress by  
ticking off the boxes below:

1. To make a tentacle wiggle, we could **rotate** it and **resize** it by a **random** small amount using a variable, and then wait a short period before reverting back.

☐

(Notice how we multiply the tentacleSize by -1 to get the negative value?)