Drawing with Coordinates
The go to x y block makes the sprite move to the x and y coordinates you provide. It has 2 variables:

1. You can change the position on the x axis.
2. You can change the position on the y axis.
If the sprite has the pen down while it moves, it will draw a line from where it **starts** to where it **ends**.

You may find it helpful to change the **background** on the stage by adding the x and y axes.

If you don’t want the sprite to draw a line when it moves, you need to make sure to have it **lift the pen up**.
Drawing a house with coordinates!

What to do:

1. Have the sprite put the pen down and start at (0, 0).

2. Have the sprite move to (0, 100).

3. Have the sprite move to (100, 175).

4. Have the sprite move to (200, 100).

5. Have the sprite move to (200, 0).

6. Have the sprite move back to (0, 0).