World.

**my first method:**

- **create new parameter**
- **create new variable**

<table>
<thead>
<tr>
<th>Panther</th>
<th>move forward</th>
<th>5 meters</th>
<th>more...</th>
</tr>
</thead>
<tbody>
<tr>
<td>Panther</td>
<td>turn right</td>
<td>1 revolution</td>
<td>more...</td>
</tr>
<tr>
<td>Panther</td>
<td>resize 0.25</td>
<td>more...</td>
<td></td>
</tr>
<tr>
<td>Panther</td>
<td>move forward</td>
<td>1 meter</td>
<td>more...</td>
</tr>
<tr>
<td>Panther</td>
<td>say I shrunk</td>
<td>more...</td>
<td></td>
</tr>
<tr>
<td>Hippo</td>
<td>move forward</td>
<td>5 meters</td>
<td>more...</td>
</tr>
<tr>
<td>kitty</td>
<td>say scat</td>
<td>more...</td>
<td></td>
</tr>
<tr>
<td>Hippo</td>
<td>say ok smoky</td>
<td>more...</td>
<td></td>
</tr>
<tr>
<td>kitty</td>
<td>say GRRRRRRRRRRR</td>
<td>more...</td>
<td></td>
</tr>
<tr>
<td>Hippo</td>
<td>move forward</td>
<td>3 meters</td>
<td>more...</td>
</tr>
<tr>
<td>chair</td>
<td>set vehicle to Hippo</td>
<td>more...</td>
<td></td>
</tr>
</tbody>
</table>

Hippo.Chop

| Hippo | turn right | 7.56 revolutions | more... |
| Hippo | move forward | 10 meters | more... |