

put

milk, butter, egg

in

bowl



milk, butter, egg

=

mixed

repeat until



whisk ingredients in

bowl

put

flour, baking powder, sugar, salt

in

bowl



all ingredients

=

mixed

repeat until



```
graph LR; A[ ] --> B[ ]; B --> C{ }; C --> B; C --> D[ ]; style A fill:none,stroke:none; style B fill:none,stroke:none; style D fill:none,stroke:none;
```

The diagram illustrates a 'repeat until' loop structure. It begins with a yellow rectangular block containing the text 'repeat until'. A yellow line descends from the bottom of this block, then turns right to enter a yellow diamond-shaped decision block. From the top of the diamond, a yellow line goes up and then right to enter a yellow rectangular block. From the bottom of this block, a yellow line goes down and then left to enter the bottom of the diamond, completing the loop. The entire flowchart is set against a light gray background.

whisk ingredients in

bowl

turn on

griddle

to

medium

put

oil

on

griddle

repeat **3** times

put

2 tbsp batter

on

griddle

A blue Scratch 'wait' block with a notch on the left and a bump on the right. The word 'wait' is written in white on the left side. A white rounded rectangle on the right side contains the text '2 minutes' in bold black font.

wait

2 minutes



all pancakes

=

flipped



A Scratch 'repeat until' loop block. It is a yellow block with a notch on the left side. The text 'repeat until' is written in white on the left. A large white arrow points to the right, indicating the loop's direction. The block has a small notch on the right side for interlocking with other blocks.

repeat until



flip

an unflipped pancake



wait

1 minute

put

all pancakes

on

plate



serve

all pancakes