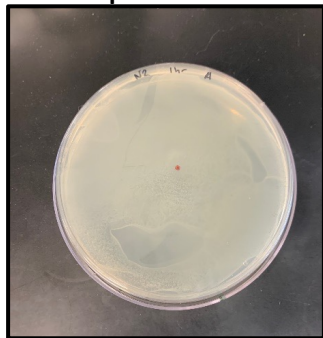


A

Prepare Plate



B

Place Worms



C

Set Timer



D

Mark Final Location



E

Measure Distance

