## Geometrical Patterns with Scratch

- 1. Open a new Scratch project
- 2. Delete the Cat Sprite
- 3. Click on the Stage and fill it with a solid color of your choice (black looks great)
- 4. Add a new Sprite from the library of Sprites
- 5. Make sure you are clicked on this Sprite
- 6. Click on Data, Make a Variable, Name it Steps, apply it to all Sprites and then click OK
- 7. Add the following script to this Sprite:

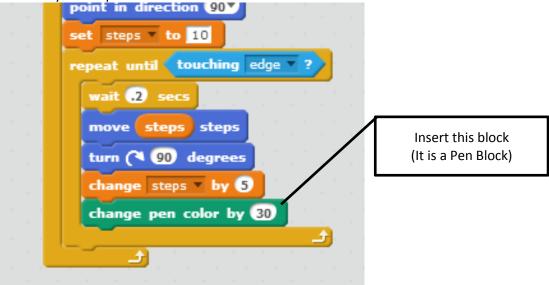
```
clicked
forever
  set pen color to
  clear
  pen up
  go to x: 0 y: 0
  pen down
  point in direction 90 T
  set steps to 10
  repeat until
               touching edge
    wait (,2) secs
    turn (🔼 (90)
                 degrees
    change steps by 5
```

8. Run the Script by clicking on the Green Flag.

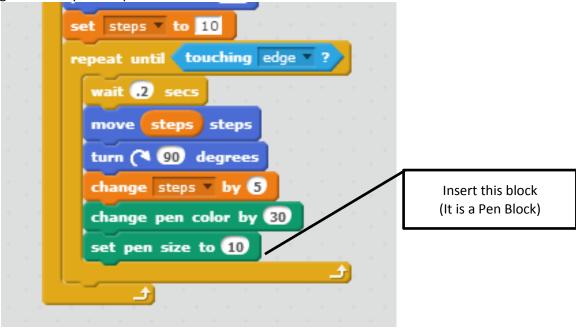
What shape did you just create? \_\_

## Let's change the pen and see what happens.

9. Insert the following block into your script as shown below:



- 10. Run the script and see what happens.
- 11. Insert the following block into your script as shown below:



12. Run the script and see what happens.

## Let's make some geometrical changes and see what happens:

- 13. Click in the turn 90 degrees and change it to 45 degrees. Run the Script by clicking on the Green Flag. Hit the Stop button when done. What shape does this create?
- 14. **Now change it to 60 degrees.** Run the Script by clicking on the Green Flag. Hit the Stop button when done. What shape does this create?

15.	•	Run the Script by clicking on the Green Flag.	•
16.	•	Run the Script by clicking on the Green Flag. I	•
17.	_	Run the Script by clicking on the Green Flag.	•
18.		Run the Script by clicking on the Green Flag.	•
19.		Run the Script by clicking on the Green Flag.	·
20.		Run the Script by clicking on the Green Flag.	Hit the Stop button when done.

## **Extended Thinking**

21. Experiment with the blocks to **create a circle**. What block(s) did you change? Please list the exact block change(s) below: