

# Artist: Functions

Lesson time: 30 Minutes

## LESSON OVERVIEW

Students use the Artist environment to draw complicated images using functions for repeated tasks.

### TEACHING SUMMARY

#### Getting Started

[Introduction](#)

#### Activity: Artist: Functions

[Artist: Functions](#)

#### Extended Learning

[Extension Activities](#)

## LESSON OBJECTIVES

### Students will:

- Identify repeated movements and utilize functions to simplify their program
- Use trial and error to re-create complex patterns
- Break complex tasks into smaller repeatable sections
- Combine simple shapes into complex designs with functions

## GETTING STARTED

### Introduction

In this stage, students will walk from using repetitive instructions into learning how to integrate functions as a simplification technique.

## ACTIVITY

[Artist: Functions](#)

## EXTENDED LEARNING

Use these activities to enhance student learning. They can be used as outside of class activities or other enrichment.