Welcome to week five of our Scratch programming course. In this week we're not going to create a game. You're going to create an artwork. Because Scratch can be used to create artworks as well. And of course you've seen that a little bit in the pen programming, but this week we're going to do a little bit more exciting work.

We're going to recreate a painting by the famous Dutch painter Mondriaan. Have you heard of him? If you've never heard of him, let me show you a few of his paintings, that you can easily find on google. Just google Mondriaan and you'll see all of this paintings, the many, many paintings that he has created. And as you can see most of the paintings have lines and colored squares. Let me click one for you, let's go for this one. You can see there are lines and colored shapes. And maybe you think 'this is a bit of a boring painting, I could make this'. But, when Mondriaan was painting these paintings, they were actually quiet revolutionary, because no one was painting in this style. Everyone was painting more realistic thinks like trees and plates of food. And he was one of the first people to create these type of abstract paintings. So as a honor to him and also cause it looks very cool, we're going to create a painting by Mondriaan.

But your first program assignment this week is not a programming assignment, it's a painting assignment. But I'll promise you that it will be useful to you. later this week. So I would like you to take out pens and pencils: create your own Mondriaan! And once you've done it then I will give you another Mondriaan painting like this one in the course material. And then your assignment is to find the differences and the similarities between your Mondriaan and the Mondriaan that we will put in the course material. And again I promise you, this is a very useful exercise for programming later. Go out, take your pens, take your pencils and create a Mondriaan on paper.