# Fall 2021 Python Lesson 5.3

Dr. O'Brien
Herbert Lehman High School
Oct. 20, 2021

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Dr. O'Brien 10/20/21

## Work day
be sure to: find your **assigned** seat.  Log in to CodeHS. Begin work!

A. Find your *assigned* seat (ask Dr. O'Brien)
B. Read through the MP1 requirements to the right.
C. Begin work! Raise your hand quietly if you have any questions

MP1 requirements:
1. Complete all CodeHS Lessons, Unit 2
2. Complete Assessment #1
3. Complete Turtle Art project (Assessment #2)

**Class:** Python **Goal:** Use functions, loops, and artistic effects to generate works of art

- Make sure students are working quietly. See problem guides for specific Python activities.

Frequently asked questions:

+I don't know what to do!?! Make sure to carefully read the instructions. Take notes when watching the video.

+What are you trying to make tracy do?

+how can I figure out why my code doesn't work? Try getting out a piece of paper, and following your commands yourself. What do you draw. Where do things go wrong?

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## Fall 2021 art project (per. 3)

The following students should remain at the front. Everyone else go to workstation and start working on CodeHS:

N/a

**Class:** Python **Goal:** Use functions, loops, and artistic effects to generate works of art

**Fall 2021 art project (per. 6)**

**The following students should remain at the front.**
**Everyone else go to workstation and start working on**
**CodeHS:**
Nasir
Dhiya

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**Fall 2021 art project (per. 9)**

**The following students should remain at the front.**
**Everyone else go to workstation and start working on**
**CodeHS:**
Ashley
Kingsling
Donovan
Joshua R.
Andy V

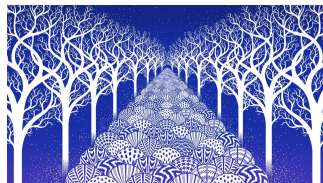**Class:** Python **Goal:** Use functions, loops, and artistic effects to generate works of art

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**Warm up (answer in <u>notebook</u>)**

Examine the picture to the right:

1. Do you think a computer was used to create this image? Explain why or why not.
2. In what ways might computers be useful to create art? Explain in at least one complete sentence.

**Class:** Python **Goal:** Use functions, loops, and artistic effects to generate works of art

+In what ways might computers be detrimental to creating art?
+What sorts of computational structures are needed to create an image like the one
This is something called 'algorithmic art'.

- Examples are on the right.
You'll need to use color, functions, and loops in your project.

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**Making art with Turtle Graphics**
**Part 1: Find/Create an image**

You need an image to reproduce using Turtle Graphics.

For any image, be sure to **include some sort of pattern that can be reproduced using Python & Turtle Graphics** (Check w/ Dr. O'Brien if you're not sure).

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**Making art with Turtle Graphics**
**Part 1: Find/Create an image**

two options:

1. Create your own image, **take a picture and post it in your google doc.**

2. Find an image online. *If you find the image online, write a paragraph explaining why you think it's appropriate, along with what you like about it.* **Paste image and description into your Google Doc.**

**Complete part 1 by the end of period !!!!**

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**Making art with Turtle Graphics**
**Part 2: recreate image using turtle graphics**
**Your image should include all of the techniques we've learned in class**

**You need the following:**
**a. Use loops**
**b. use of functions**
**c. use of artistic effects (of course!)**

**Class:** Python **Goal:** Use functions, loops, and artistic effects to generate works of art