



Draw a Picture

What are Functions?

A **function** is a set of actions that should happen when **doing a certain task**. In computer science, a function takes in information and then returns a value. To create and use a function, when must define it using the keyword, **def**.

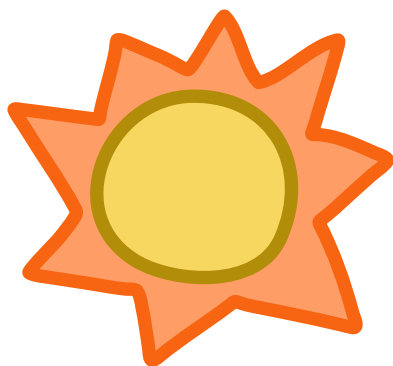


Pause and think:
Why is a function useful in drawing a picture?

Let's learn more about functions!

Directions:

1. Brainstorm a picture you would like to draw. This can be your favorite food, an animal you love, or anything you'd like!
2. Next, think about the steps needed to draw the picture. What colors or shapes does this picture have?
3. Now, create your function. Write all the steps needed to create your picture and give your function a name!



Ex. Here, we have a function that gives us instructions on how to draw a sun.

def Draw A Sun:

*Draw a circle with a yellow crayon
Fill in circle with a yellow crayon
Create zigzag lines (rays) all over
the circle using an orange crayon*



Your Turn!

My Picture is A(n) : _____
WHAT YOU'RE DRAWING

def (_____):
WHAT YOU'RE DRAWING

TASK TO DRAW PICTURE

TASK TO DRAW PICTURE

TASK TO DRAW PICTURE

TASK TO DRAW PICTURE

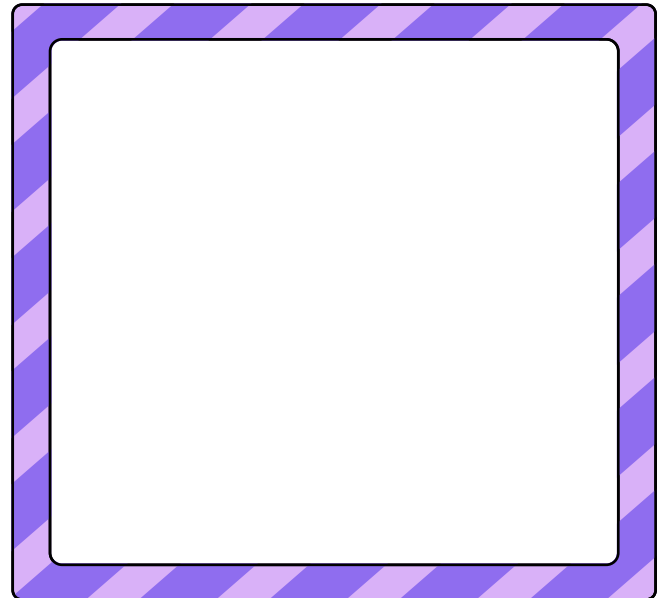
TASK TO DRAW PICTURE

TASK TO DRAW PICTURE

TASK TO DRAW PICTURE

TASK TO DRAW PICTURE

**Now using your function,
draw your picture here!**



Congratulations, you just wrote your second function!