

# Lesson 7.1

## Add-ons

### **Pre-Lesson Ideas:**

### **Post-Lesson Ideas:**

#### Reflection Questions

1)

Possible Answers:

2)

Possible Answers:

3)

Possible Answer:

#### Further Development

\*

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## Set Up

### **A Rainbow of Colors:**

- \* Work with changing variables by playing with the relationship between shape movement and color gradient.

### **Project Goal:**

1) Generally, what should the project look like?

A series of rectangles that change color so the screen becomes filled with many colors.

2) What skill(s) are being learned/ practiced?

3) What concept are students gaining insight on?

Manipulating variables to move objects.

### **Programming/ Math Vocabulary:**

**Generative Art -**

**Opacity -**

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## Outline

### Introduction to Topic:

“Today we are going to be making our first piece of generative art.

### Project Breakdown:

1) Draw a rectangle in the advanced grid

### Example Projects/ Basic Source Code:

```
// define variables for x , r, g, and b
```

```
var x = 0;
```

```
draw = function() {
```

```
//draw a rectangle
```

```
fill(r, g, b);
```

```
rect(x+50, y+300, 50, 50);
```

```
};
```

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## Troubleshooting

### **Common Mistakes and Confusions:**

### **FAQ's:**