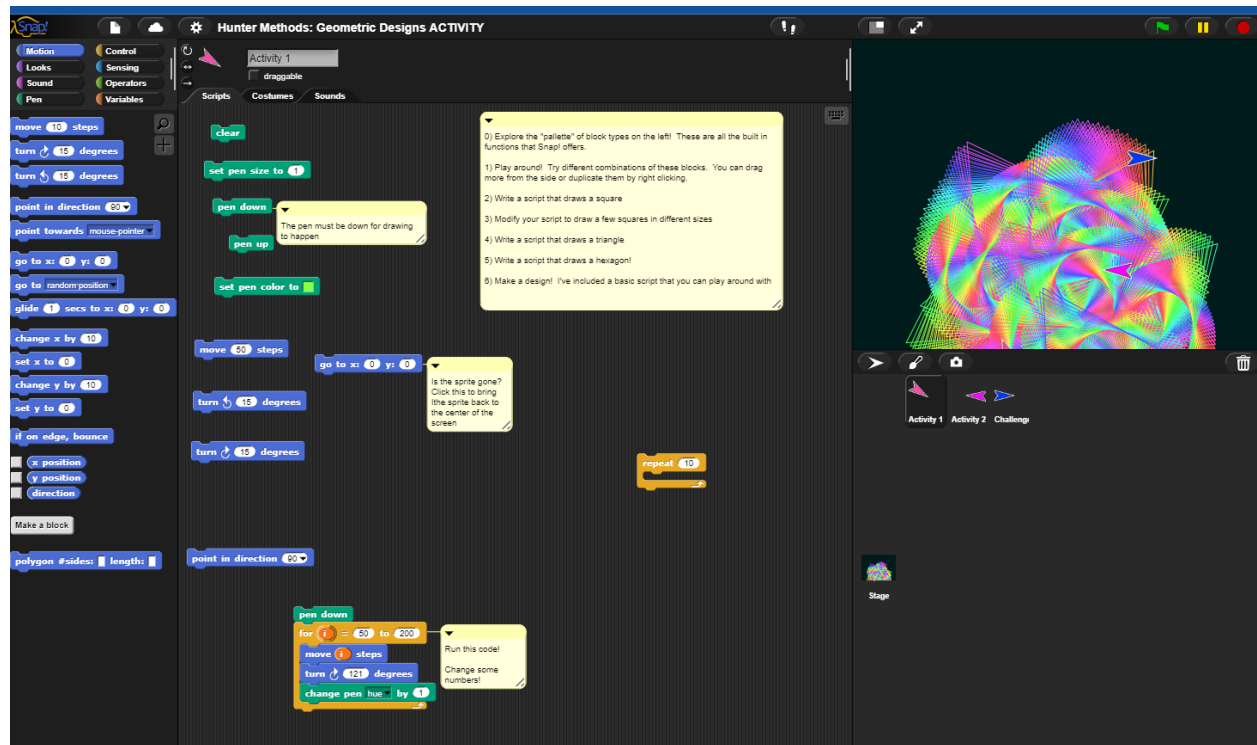


1. Team: Jazzy SNAPpers
 2. SELECT A PROGRAMMING LANGUAGE to create a scaffolded code task (keep in mind the language familiarity of the people in your partner room).
- We are using SNAP which is block coding. We both taught SNAP last year.

Geometric Designs Activity

<https://snap.berkeley.edu/snap/snap.html#present:Username=sarah%20mccoy&ProjectName=PD1%3A%20Geometric%20Designs>



Geometric Designs SOLVED

<https://snap.berkeley.edu/snap/snap.html#present:Username=sarah%20mccoy&ProjectName=PD1%3A%20Geometric%20Designs%20SOLVED>

PD1: Geometric Designs SOLVED

Activity 1

Scripts | Costumes | Sounds

is the sprite gone?
Click this to bring the sprite back to the center of the screen

0) Explore the "palette" of block types on the left! These are all the built in functions that Snap! offers.

1) Play around! Try different combinations of these blocks. You can drag more from the side or duplicate them by right clicking.

2) Write a script that draws a square

3) Modify your script to draw a few squares in different sizes

4) Write a script that draws a triangle

5) Write a script that draws a heptagon!

6) Make a design! I've included a basic script that you can play around with

clear
set pen color to [red]
go to x: 0 y: 0
A solution to 2

repeat 4
move 100 steps
turn 90 degrees

clear
set pen color to [blue]
go to x: 0 y: 0
A solution to 4

repeat 3
move 100 steps
turn 120 degrees

clear
set pen color to [yellow]
go to x: 0 y: 0
A solution to 4

repeat 3
move 100 steps
turn 60 degrees

clear
set pen color to [green]
go to x: 200 y: 0
A Solution to 3--deeper thoughts--why are they oriented the way they are?

repeat 4
move 100 steps
turn 90 degrees

set pen color to [magenta]

repeat 4
move 50 steps
turn 90 degrees

set pen color to [blue]

repeat 4
move 200 steps
turn 90 degrees

set pen color to [red]

repeat 4
move 250 steps
turn 90 degrees

move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards mouse-pointer
go to x: 0 y: 0
go to random position
glide 1 secs to x: 0 y: 0
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
x position
y position
direction
Make a block
polygon #sides: 1 length: 1

Activity 1 | Activity 2 | Challenge

Stage