

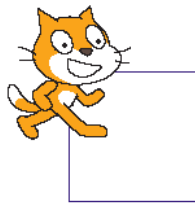


Your First Program

Prompt:

Part 1:

Write a program that draws a square. When the program is done running, it should produce something that looks like this:



When your code runs does your sprite move smoothly or does it jump around. Why or why not? If it's jumpy can you make it move smoothly?

Part 2: Draw two separate squares (not connected) right next to each other

Part 3: Make each line of the square a different color.

Now is a chance to write your first program in Scratch! Here are some tips:

- **Don't be afraid of making mistakes** in Computer Science, we are not exaggerating when we say no piece of software has ever been written without thousands of mistakes being made.
- **The computer only does what it's told.** If the computer is doing something you didn't expect, it's because you told it to do the wrong thing! Pretend you're the computer, read your code very carefully and act it out.
- **Look things up!** No true Computer Scientist does everything on their own. We use Google a lot! Try looking up the answer to your question on the internet before you ask anyone else.

Bonuses:

- Make the lines random colors
- Draw another shape!
- Edit your code so it draws *any* regular polygon (e.g. triangles, pentagons, etc.)
- Write a program to draw a letter or your name. Then write a paragraph about why writing code to draw letters is different from those to draw shapes.