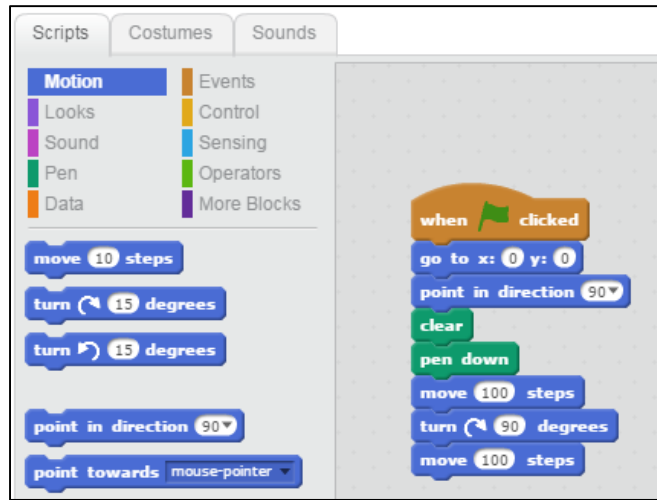
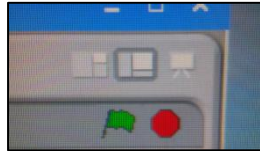


1. Under the programming tabs select Scratch...
2. Drag the following code blocks into the scratch coding area.

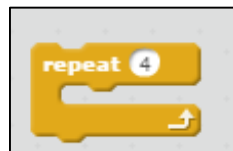


3. Make sure that they are in the right order and that you have altered some of the values so that the code is exactly the same.

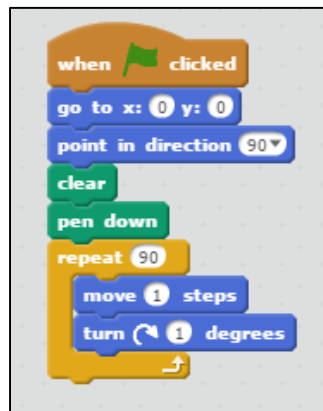
4. Click on the green flag to run the program.



5. Add code so that Scratch the cat completes a full square.
6. See if you can use the following block to complete the square, using fewer lines of code.



1. Click File and New to create a new program.
2. Drag the following code blocks into the Scratch coding area:



3. Can you alter the code so that Scratch completes a full circle?
-

1. Click File and New to create a new program.
2. Drag the following code blocks into the coding area:

```

when clicked
  go to x: 0 y: 0
  point in direction 90
  clear
  pen down
  move 50 steps
  turn 45 degrees
  move 50 steps
  turn 45 degrees
  move 50 steps
  turn 45 degrees
  move 50 steps
  turn 45 degrees
  
```

3. Can you add code so that Scratch the cat completes an Octagon?
4. See if you can use the following block to complete the Octagon, using fewer lines of code.

1. Now create a new program that allows Scratch the cat to draw each of the following shapes. You should use a repeat block to complete the task. Record in the table the number of repeats needed and record the angle needed to turn.

Shape	Number of Sides	Number of Repeats	Turn Angle	Calculate: Number of Repeats X Turn Angle
Pentagon				
Hexagon				
Heptagon				
Octagon				
Nonagon				
Decagon				