

# Scratch animation – use pen to draw a polygonal flower

## Drawing shapes

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- Select a sprite.
- Click on the pen palette.
- The “pen down” block puts the pen down on the screen to write.
- “Pen up” lifts the pen off the page so the sprite can move without drawing.
- “Clear” removes all drawing from the stage.
- “Stamp” prints a replica of the sprite onto the stage.
- To draw a line use the pen down block and add a motion block.



- Add a turn to draw shapes. Turns are based on the degrees of a full rotation.



## Angles

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The angles for a full rotation must add up to 360 degrees. These degrees are divided between the number of corners a shape has. Therefore

Square /rectangle =  $4 \times 90$

Pentagon =  $5 \times 72$

Triangle =  $3 \times 120$

Hexagon =  $6 \times 60$

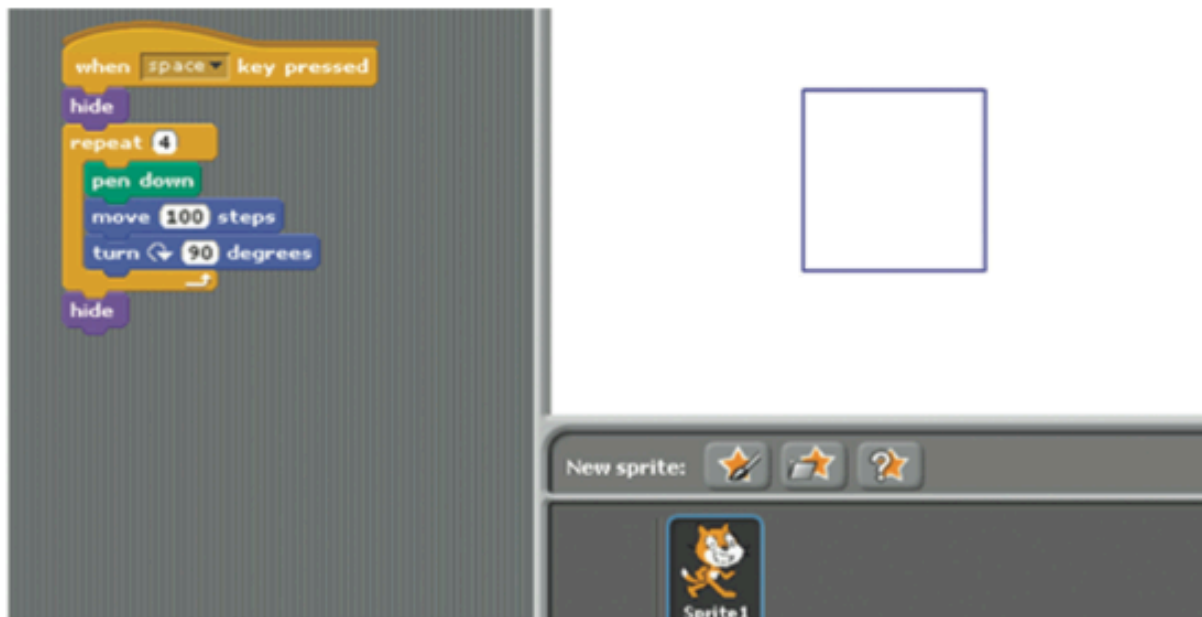
### Challenge Time 1!

1. Draw a square.
2. Use the hide block (looks palette) to hide the sprite and better see the shape.
3. Experiment with pen colour and pen size.
4. Add waits to slow the sprite down. This will allow you to see the sprites moving.
5. Try some other shapes such as triangles, pentagons and hexagons.

## Repeats

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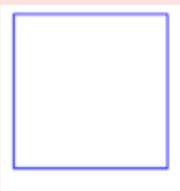

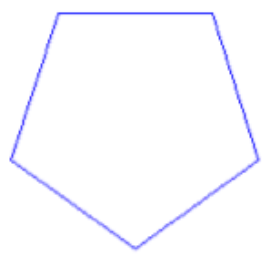

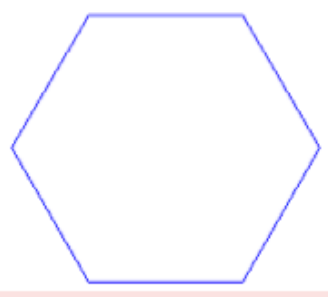
- Repeats allow you to draw shapes more quickly. They also enable you to create interesting patterns.
- To draw a square you can just draw one side, turn, and repeat it 4 times.



- The number of repeats will obviously depend on the number of sides a shape has.

# Polygons

- Here are the scripts which draw the polygons:

	$4 \times 90 = 360$	
	$5 \times 72 = 360$	
	$6 \times 60 = 360$	

# Make a Flower

- Start out with a square:



```
pen down
repeat 4
  move 100 steps
  turn 90 degrees
```

- Put the square inside another repeat block.  
Remember that repeat x degrees must equal 360:



```
pen down
repeat 40
  repeat 4
    move 100 steps
    turn 90 degrees
  turn 9 degrees
```

$40 \times 9 \text{ degrees} = 360 \text{ degrees}$

# Make a Flower

- Try making squares of different sizes:
- Change the pen color each time in the loop to create a rainbow effect:
- Make flowers all over the stage. Start the loops from these locations:



```
pen down
repeat 40
  repeat 4
    move 75 steps
    turn 90 degrees
    change pen color by 10
  turn 9 degrees
```

The code consists of a 'pen down' block followed by a 'repeat 40' loop. Inside this loop is a 'repeat 4' loop containing three blocks: 'move 75 steps', 'turn 90 degrees', and 'change pen color by 10'. After the inner loop, there is a 'turn 9 degrees' block. Red arrows point from the first two bullet points to the '75' and 'change pen color by 10' blocks respectively.



```
go to x: -100 y: 100
go to x: 100 y: 100
go to x: -100 y: -100
go to x: 100 y: -100
```

Four 'go to x: y:' blocks are shown in a 2x2 grid. The top-left block has x: -100 and y: 100. The top-right block has x: 100 and y: 100. The bottom-left block has x: -100 and y: -100. The bottom-right block has x: 100 and y: -100.