	Name:	Period
Р	en Interlude	
	In the class website for today there will be a file: pen.sb . Save this file to your Scratch f	alder Open t
	p. In it you will find a small dot as your one sprite and a blank background.	older. Open ti
ч	p. III it you will find a small dot as your one sprice and a blank background.	
1.	. Create the following script for your Sprite. The <i>Pen Down</i> statement	
	can be found under the <i>Pen</i> button on the <i>Blocks Palette</i> . Draw what when /	clicked
	happens when you run this script:	
	move (10	0 steps
2.	. Write a script to draw a square like the one to the right. Hint:	
	you need to move, then turn - how many degrees is each	
	angle in the square? How many times do you do that sequence (move, then turn).	
	sequence (move, then turn).	
2	. Does your square always start in the center of the screen? If you moved your sprite	with the mou
٦.	then ran the script with the Green Flag button, does the square start in the center?	with the mot
	and the same same and the same same same same same same same sam	
4.	. Add the following initialization statements to the beginning of your script (under the	e green flag t
	- clear (it's under the Pen button) set the pen color to a color you particularly like (also under the Pen Button)	
	- set the initial location of the sprite to 0, 0 (it's under the motion button)	
	- point in direction 90 (right) (it's under the motion button)	
_		
L	oop Statements	
5.		to t
	right) that are repeated more than once? turn 5 90 dec	jrees
	Continues on next page)	
(C	Continues on next page)	

	e number in the white area in the repeat statement to the following and draw what you see cluding the final position of the sprite)
4	umber What you see after you run
+	
1	
3	
١,	
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(
- -	
1	
	avanger hunt: There is a statement somewhere that will allow you to change the pen color by a
i	rtain amount that you can specify. Find that statement. Under what button in the Blocks Palette
+	
	dd this statement inside your loop and set the number in the white area to some value. By defaul
i	set to 10, but you can change that. Run your program. What happens? Are all sides of the square
t	e same color?
+	ve your file as pen.sb in your Scratch folder! And show it for sign off.

	cratch Loop Graphics						
			lame:		Period		
8. F	ill in the Table: Try m	odifying the angle a	and the number of t	times the loop executes.	Fill in this t		
W	with the right values for the various shapes.						
S	hape	Angle	Repeat	Angle * Repeat			
Т	riangle						
+							
S	quare	90	4	360			
P	entagon						
╬.							
H	exagon						
О	ctagon						
	onus: circle!						
	onus. circie:						
Turn	in this page when yo	ou are done for Gra	ding. Thanks				