

# Assignment 1: Drawing a Square

1) Click the **Motion** Command group to list all of the ways you can move Scratch the cat.

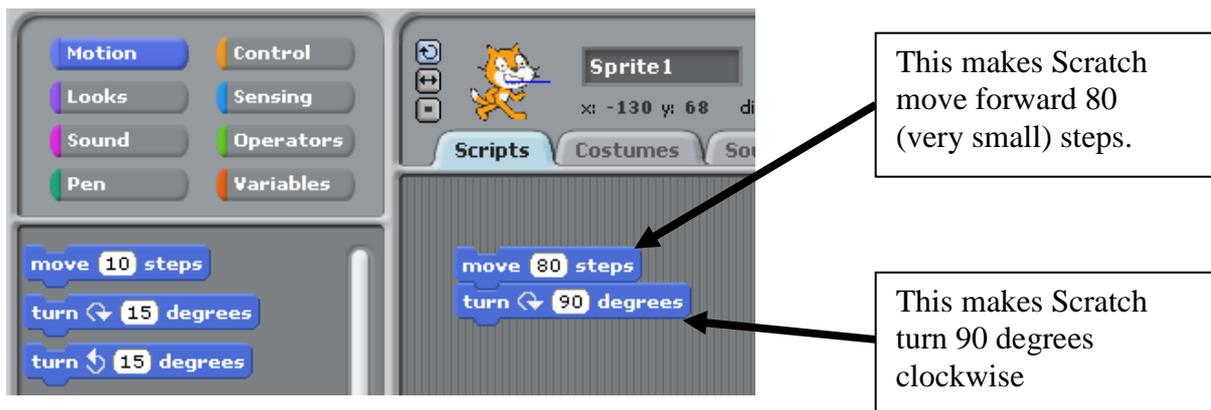
2) Find the **move 10 steps** command and drag it over to the stage.

3) Double-click on the number 10 in the move 10 steps that you just created. Change it to any number between 80 and 200

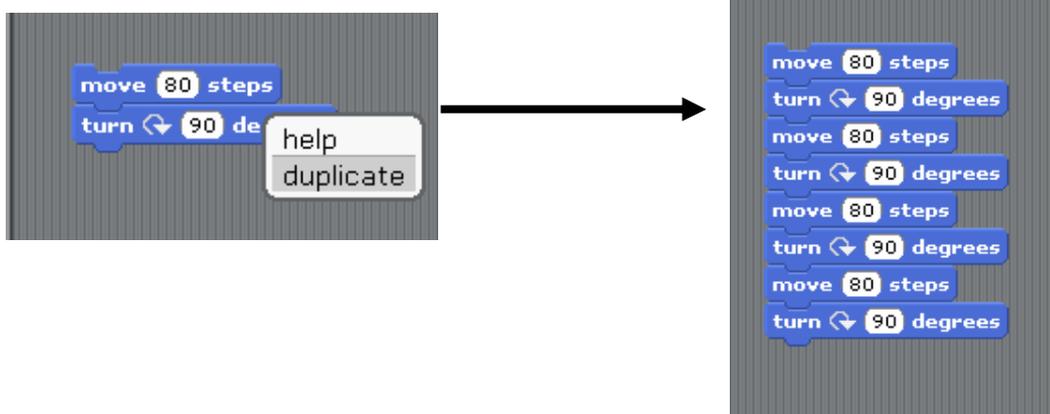
4) Find the **turn 15 degrees** command and drag it over to the stage

5) Double-click on the number 15 in the turn 15 degrees that you just created. Change it to 90. This will make Scratch turn at a right angle.

6) Drag the two pieces together so they connect. Your screen should look like this:



7) Right-click on your two commands and duplicate them three times so you have a total of eight commands:



8) Next, we need to tell Scratch when to do these commands! Click on the



option in the Command Groups.



9) Find the and move it onto the script area.

10) Computers move very fast, and so we won't be able to see Scratch move! Let's make

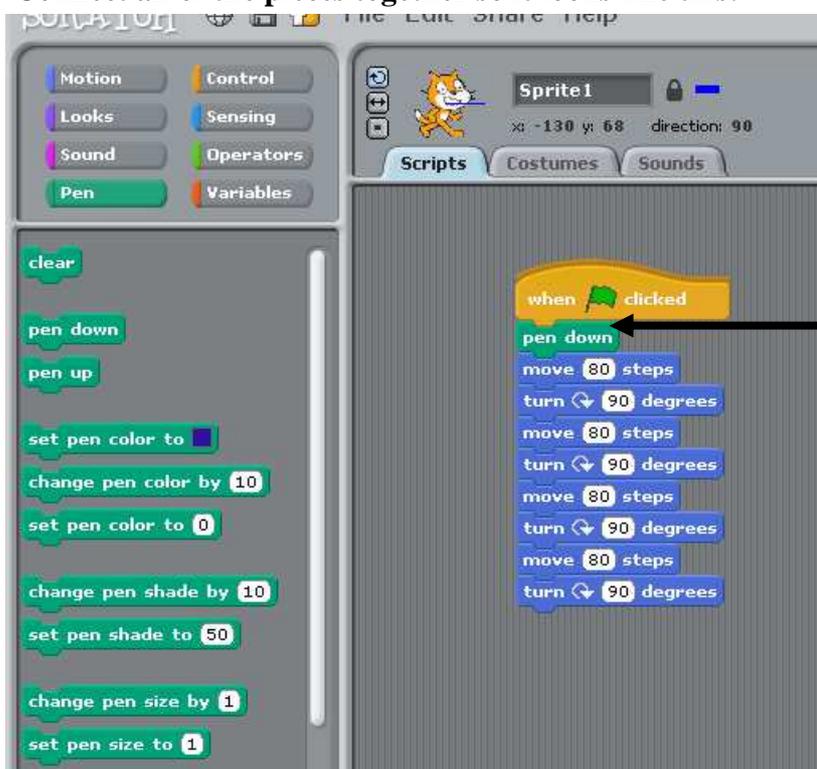


him draw as he goes. Click on the command group, and then



move the onto the script area.

11) Connect all of the pieces together so it looks like this:



This tells Scratch to start drawing (pen down) when the green flag is clicked in the stage area. He will draw wherever he moves until he is told to stop!

12) Press the start button (Green Flag) in the Stage and watch Scratch draw a square!

13) Save your assignment as "1-Square"

**Challenges:**

- 1) Try to get Scratch to draw different shapes like a triangle or a pentagon!
- 2) Can you make Scratch draw letters or words
- 3) Change the pen colour!
- 4) Try to make the square fill the whole screen!

