Scratch: Polygons and Patterns

I can create algorithms using scratch
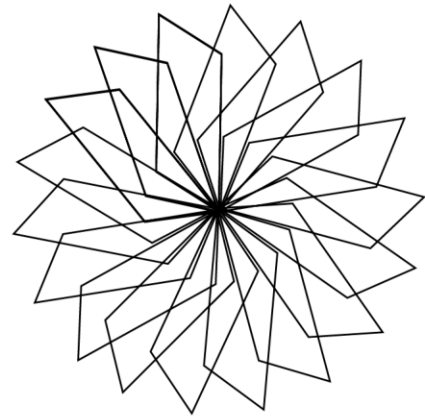
Use Scratch for the following tasks:

1. Create algorithms for different quadrilaterals. Look at the example below for a parallelogram.

when [P] key pressed
pen down
set pen colour to ■
set pen size to (2)
repeat (2)
  move (150) steps
  turn ↻ (120) degrees
  move (50)
  turn ↻ (60) degrees

2. Using the algorithms you have created for the quadrilaterals, draw some interesting patterns.

Note to Parents
Online versions of Scratch are available. There are also free downloadable applications – either v1.4 or v2 – both from the Scratch website. An algorithm is a set of precise instructions.