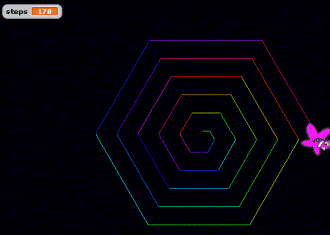
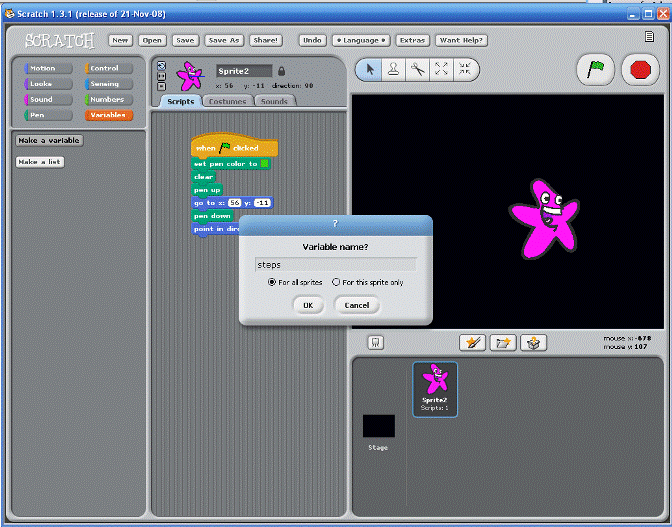
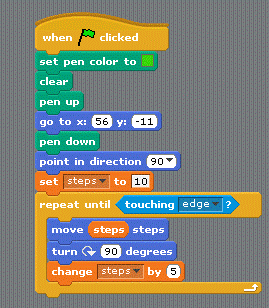
**Task 7 Geometric Patterns**

You will create a sprite that makes various geometric patterns.

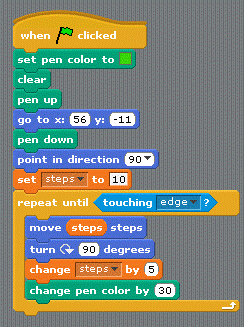
1. Shrink spriteCreate a stage that is all black
2. Insert a sprite of your choice. Make it quite small using the shrink sprite tool
3. Create a variable called "Steps"



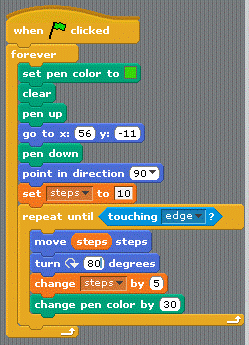
1. Write this script for your sprite



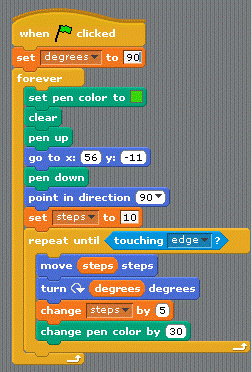
1. Let’s make it more colourful by adding Change Pen Colour



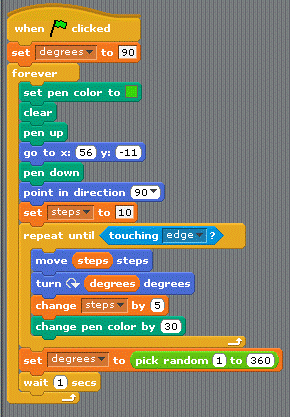
1. Change the turn block from 90 degrees to 45 degreesTurn 45 degrees. Run the Script
2. Change the turn block from 45 degrees to 30 degrees. Run the Script
3. Change the turn block from 30 degrees to 60 degrees. Run the Script
4. Change the turn block from 60 degrees to 70 degrees. Run the Script
5. Change the turn block from 70 degrees to 80 degrees. Run the Script
6. Into the last script lets add a **forever** loop so it looks like this:



1. Create a new variable called "degrees" Degrees
2. Change things a bit by changing degrees to 90 and inserting the degrees variable into the turn block so it looks like this:



1. And finally let’s be random replace degrees with a random number between 1 and 360 and include in the forever loop.



1. Save your work as "Pattern" in your N:-Scratch folder.