

Artist: Loops

Lesson time: 30 Minutes

LESSON OVERVIEW

Returning to the artist, students learn to draw more complex images by looping simple sequences of instructions.

TEACHING SUMMARY

Getting Started

[Introduction](#)

Activity: Artist: Loops

[Artist: Loops](#)

Extended Learning

[Extension Activities](#)

LESSON OBJECTIVES

Students will:

- Count the number of times an action should be repeated and represent it as a loop
- Decompose a shape into its smallest repeatable sequence
- Create a program that draws complex shapes by repeating simple sequences

GETTING STARTED

Introduction

- Ask students to name as many simple shapes as possible, focus on shapes with equal sides and angles.
- For each shape:
 - How would you explain to someone how to draw that shape?
 - How could you draw this using a loop?

ACTIVITY

[Artist: Loops](#)

In the Artist levels students will no longer be constrained to 90 degree angles. Having protractors available can help students better visualize the angles they need.

EXTENDED LEARNING

Use these activities to enhance student learning. They can be used as outside of class activities or other enrichment.

The Copy Machine

- Give students two pieces of paper.
- On one sheet have the students draw a shape with equal sides and angles.
- On the second sheet draw instructions for recreating that shape using loops.
- Trade instruction sheets and attempt to recreate the shape using only the provided instructions.
 - Can you predict what shape will be drawn just by reading the instructions?



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