

Artist: Sequence

Lesson time: 30 Minutes

LESSON OVERVIEW

In this lesson students will take control of the Artist to complete simple drawings on the screen.

TEACHING SUMMARY

Getting Started

[Introduction](#)

Activity: Artist: Sequence

[Artist: Sequence](#)

Extended Learning

[Extension Activities](#)

LESSON OBJECTIVES

Students will:

- Create a program to complete an image using sequential steps
- Select an argument for a given command
- Differentiate between defining and non-defining attributes of triangles, squares, and rectangles
- Draw triangles, squares, and rectangles to reflect defining attributes
- Explain the difference between squares and rectangles and support it with evidence consisting of the commands used to draw the different shapes
- Compare and contrast squares and rectangles by their number of sides and side lengths
- Compose two-dimensional shapes (rectangles, squares, trapezoids, triangles) to create a composite shape, such as two squares to compose a rectangle and two rectangles to compose a square
- Compose new shapes from composite shapes
- Draw partitions into a rectangle and describe the partitions using the words halves, fourths, quarters, half of, fourth of, and quarter of
- Describe a whole rectangle as two halves or four quarters
- Explain that decomposing into more equal shares creates smaller shares

GETTING STARTED

Introduction

Brainstorm with students ways to tell someone else how to draw a picture:

- How would you do that with a computer?
- In these puzzles you will be moving a character who leaves a line everywhere it goes.

ACTIVITY

[Artist: Sequence](#)

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 draw a simple image, using straight lines only.
- On the second sheet draw instructions for recreating that image commands to move straight and turn at various angles.
- Trade instruction sheets and attempt to recreate the image using only the provided instructions.



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