

Artist

Lesson time: 30 Minutes

LESSON OVERVIEW

This course is a review of artist concepts from Course 2. Students will draw images with the artist using a combination of sequences and loops.

TEACHING SUMMARY

Getting Started

[Introduction](#)

Activity: Artist

[Artist](#)

Extended Learning

[Extension Activities](#)

LESSON OBJECTIVES

Students will:

- Count the number of times an action should be repeated and represent it as a loop
- Divide the number of degrees in a circle into even segments
- Calculate the angles in equilateral and 30 60 90 triangles
- Given a perimeter and one side of a rectangle, calculate the remaining sides
- Identify symmetrical shapes
- Decompose a shape into its smallest repeatable sequence

GETTING STARTED

Introduction

Review with students the basic maze navigation, particularly:

- Moving vs Jumping
- Turning by degrees
- Looping

ACTIVITY

[Artist](#)

In the Artist levels students are not 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 simple image
- 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.



This curriculum is available under a Creative Commons License (CC BY-NC-SA 4.0)

If you are interested in licensing [Code.org](https://code.org) materials for commercial purposes, contact us: <https://code.org/contact>