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Course 4 | Lesson 12

Artist: Functions

Lesson time: 30 Minutes

LESSON OVERVIEW

Students use the Artist environment to draw complicated images using functions for repeated tasks.

TEACHING SUMMARY

Getting Started

Introduction

Activity: Artist: Functions

Artist: Functions

LESSON OBJECTIVES

Students will:

- Identify repeated movements and utilize functions to simplify their program
- Use trial and error to re-create complex patterns
- Break complex tasks into smaller repeatable sections
- Combine simple shapes into complex designs with functions

GETTING STARTED

Introduction

In this stage, students will walk from using repetitive instructions into learning how to integrate functions as a simplification technique.

ACTIVITY

Artist: Functions