

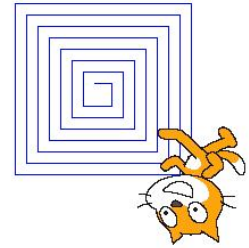
## Notes: Drawing with Variables

Name: \_\_\_\_\_

### How to draw a squiral

A squiral is a combination of a \_\_\_\_\_ and a \_\_\_\_\_.

You *could* do draw a squiral in Scratch without using \_\_\_\_\_, but it would be hard.



If you think about the sprite moving to draw the squiral, you might notice that each time it moves, it moves a little \_\_\_\_\_.

What to do:

1. Make a variable and give it a \_\_\_\_\_ (like “length”).
2. Add the variable to a “\_\_\_\_\_” block.
3. Have the sprite put the \_\_\_\_\_.
4. To draw the squiral, the sprite will have to walk, turn, then walk a little farther, then \_\_\_\_\_ that process. So add your \_\_\_\_\_ block, a \_\_\_\_\_ block, and a “\_\_\_\_\_” block inside a repeat block.

Draw the final script below: