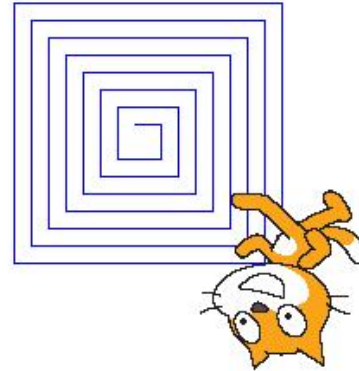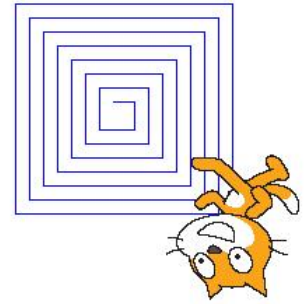# Drawing with Variables

Drawing a Squiral!

A squiral is a combination of a **square** and a **spiral**.

You *could* do draw a squiral in Scratch without using **variables**, 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 **farther**.

Drawing a Squiral!

What to do:

1.Make a variable and give it a **name** (like "length"). `Length`

2.Add the variable to a "**move 10 steps**" block. `move Length steps`

3.Have the sprite put the **pen down**. `pen down`

4.To draw the squiral, the sprite will have to walk, turn, then walk a little farther, then **REPEAT** that process. So add your **move** block, a **turn** block, and a "**change variable**" block inside a repeat block.

```
pen down
repeat 20
    move Length steps
    turn ↻ 90 degrees
    change Length by 5
```