



ACTIVITY 3

Let's draw by programming



ACTIVITY 3.3: Drawing with loops

1

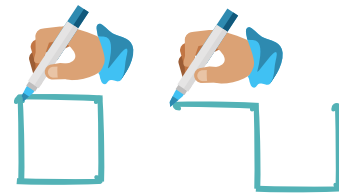
Place a blank sheet of paper in the background and take a marker

As a tactile alternative, use pebbles, chickpeas or embossed stickers



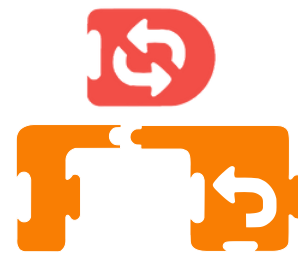
2

Creates a program with arrows to create a simple geometric shape or border



3

Try adding these blocks to repeat the whole program or a part of it and see what happens



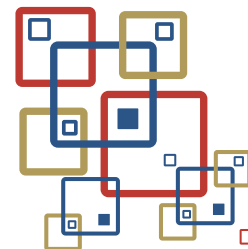
4

Have your classmates "draw" your program
Try changing colors each repetition



5

What have you been able to create using loops?
Wonderful!



- You can use the blank blocks to invent a function, such as drawing something in the box.
- Can you think of variations of this activity? Try them with your classmates.

