

7. Now we want the Sprite to start drawing when the space key is pressed.



8. We will use a random number to determine which way to draw. We will use:

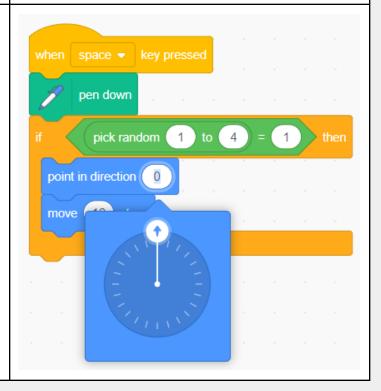
1 = up

2 = left

3 = down

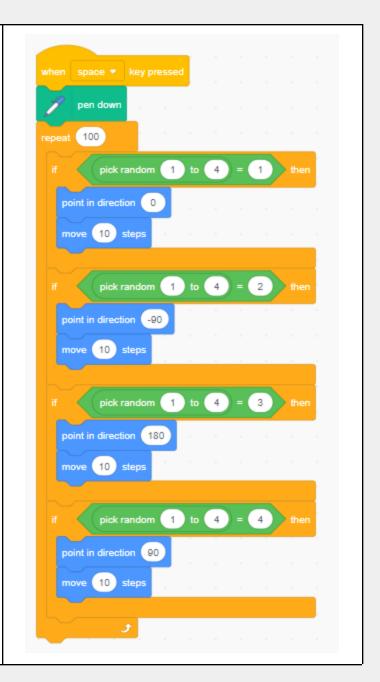
4 = right

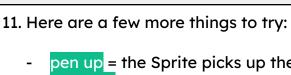
You can decide how many steps to move.



9. Add three more If-Then blocks for the other three directions. pen down pick random 1 to 4 = 1 point in direction 0 move 10 steps pick random 1 to 4 = 2 point in direction -90 move 10 steps pick random 1 to 4 = 3 point in direction 180 move 10 steps pick random 1 to 4 = 4 point in direction 90 move 10 steps 10. Try pressing the space key a few times to begin your random design!

11. Now if you want the drawing to happen automatically, try adding a repeat block around all of the If-Then blocks.

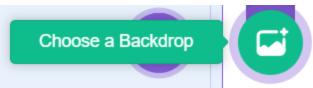


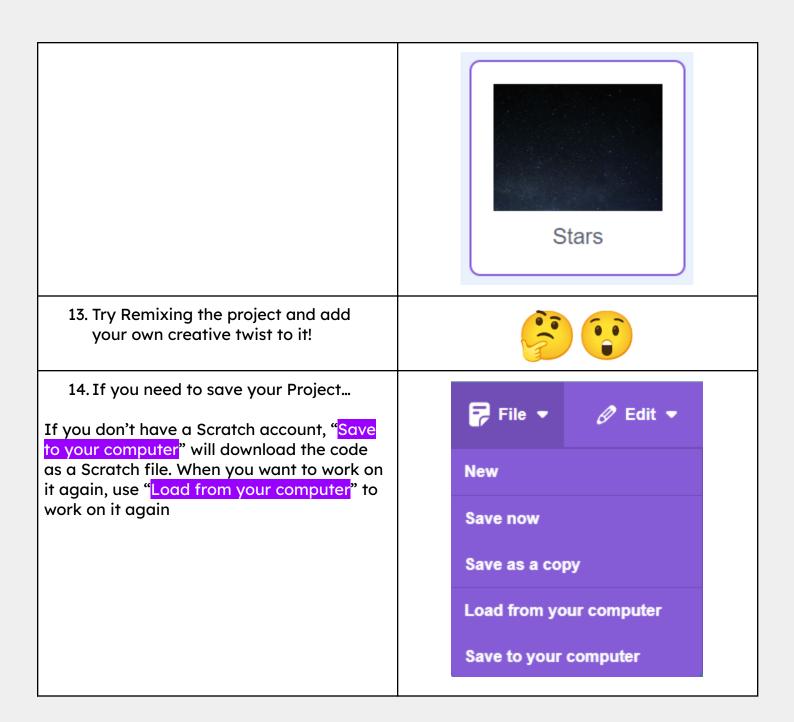


- pen up = the Sprite picks up the pen
- erase all = clears the screen
- go to x: 0 y: 0 = resets the sprite to thecenter of the screen
- change pen color by 1 = creates a rainbow drawing effect

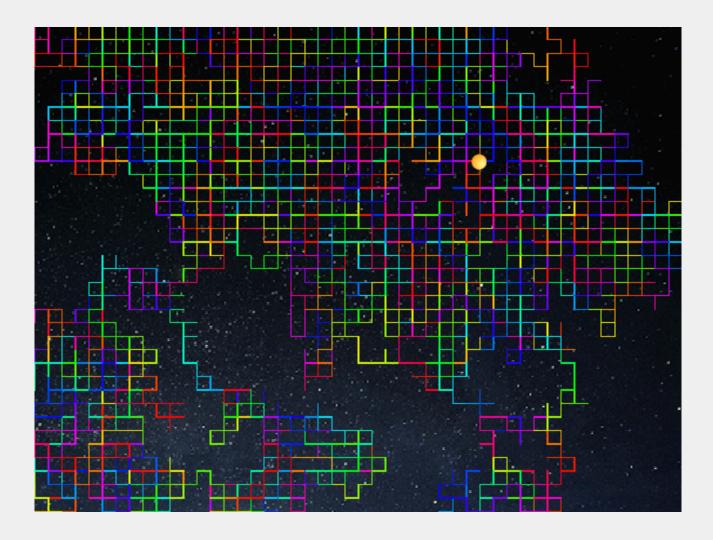


12. Try adding a different backdrop!

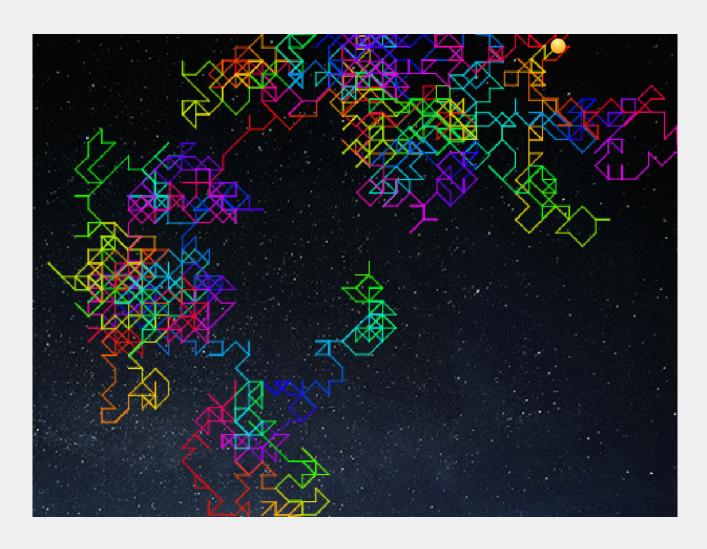




Here's one of my Random Squiggle Designs!



And here's a remixed version. Can you figure out what I did to the code to create it?



Questions/Comments/Suggestions? mark.kaercher@nccsk12.org