

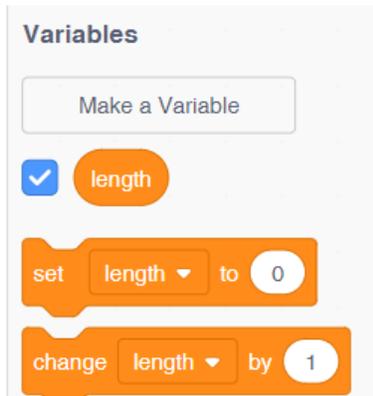
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# Exercises

## Draw 2 Squirals

Make a new variable called **length** and use it in a move block. Inside of a **repeat** block, change or set the value of length to draw a "squirrel" (Square+Spiral) similar to the one below.

Make each line segment a different color. Then **make a 2nd "spiral" using a different base shape (e.g. triangle, pentagon,...)**. Hint: These are really similar to drawing a polygon. You can also play around with making the pen thicker to give your squirrel more pop.



Variables

Make a Variable

length

set length to 0

change length by 1

