Making a Design
 with Rotational Symmetry

 Using a Block-Coding Program

**Patterning and Algebra**

**Unit 3 Line Master 4a**

**What to Do**

Click the link to access Scratch: Cat, Duck, and the Balloon: Rotationally Symmetrical Designs (Shapes & Conditional Statements):
<https://scratch.mit.edu/projects/484712758/>

● Select **See Inside** to access the code.

● Alter the code so that the design has rotational symmetry.

● Look at your code. Do you see any repeated events?
Nested events? If so, what do they create?



 Making a Design
 with Rotational Symmetry (cont’d)

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**Tips**

● To begin, Duck’s design is slightly off the screen.
Can you alter the code to account for that?
Consider altering the **Go to** block’s values so Duck’s design
begins higher up on the Cartesian plane.

● Change one thing at a time. Talk about what you are changing
and why.

● Make sure the design has rotational symmetry.

● A balloon is part of this program. The balloon is there to help you
think about different aspects of this block coding program.
The balloon’s code is based on Conditional Statements
(“If … then” or If … then … else”). Try altering the conditions.
What happens when the balloon contacts the other sprites?