

Project 56



Coding School



A screenshot of a coding interface. At the top is a large red button with the letters 'DP' in white. Below it is a dark control bar with a blue circular button containing a double-lined square symbol, and four orange square buttons with white symbols (left arrow, right arrow, up arrow, down arrow). A white button labeled 'How It Works' is positioned to the left of a white button labeled 'Start here' with a pointing line. At the bottom of the interface, the text 'Built on Code Studio ▾' is visible.

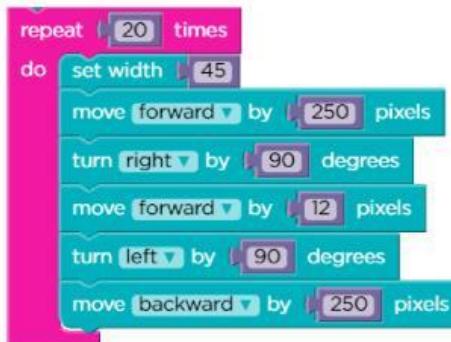
- ❖ Let's position the artist so that X= 50 and Y= 70 by the "Jump to over down" block.

jump to [50] over [70] down

- ❖ Select the red color to create a red rectangular background. Use the "set colour" block for that.

set color [red]

- ❖ First, adjust the size of the brush to 45 with the "set width" block. Then, with the "move forward" block, move forward 250 pixels, turn right by 90 degrees, move forward again by 12 pixels, turn left by 90 degrees, and move back 250 pixels. Use the "repeat do" block to repeat the process 20 times.

repeat [20] times
do
 set width [45]
 move [forward v] by [250] pixels
 turn [right v] by [90] degrees
 move [forward v] by [12] pixels
 turn [left v] by [90] degrees
 move [backward v] by [250] pixels

- ❖ Use the "jump to over down" block to position X= 100 and Y= 100, adjust the size of the brush to 10, and use the "set color" block to select white color. For that use blocks as below.

jump to [100] over [100] down
set width [10]
set color [white]

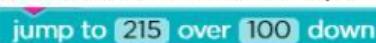
- ❖ Now let's create the letter "D". The artist turns right by 90 degrees and the "move forward" block moves forward 180 pixels and turns left by 90 degrees. The related blocks are as follows.

turn [right v] by [90] degrees
move [forward v] by [180] pixels
turn [left v] by [90] degrees

- ❖ The "move forward" block moves forward 1.6 pixels and turns left by 1 degree. Use the for loop block as follows to create a semicircle.

for [i] from [0] to [180] count by [1]
 move [forward v] by [1.6] pixels
 turn [left v] by [1] degrees

- ❖ Take positions as indicated by the "jump to over down" block.

jump to [215] over [100] down

- ❖ Let's create the letter "P". The artist turns 90 degrees to the left with the "move forward" block and moves forward 180 pixels, and with the "jump backward" block moves 53 pixels backwards and turns left by 90 degrees. The related blocks are given below.

```
turn [left] by [90] degrees
move [forward] by [180] pixels
jump [backward] by [53] pixels
turn [left] by [90] degrees
```

- ❖ The "move forward" block moves forward 1.1 pixels and turns left by 1 degree. Here also use the for loop block as follows to create a semicircle.

```
for [i] from [0] to [180] count by [1]
  move [forward] by [1.1] pixels
  turn [left] by [1] degrees
```

- ❖ Place the artist in the upper left corner of the screen as follows.

```
jump to the [top left] position
```

Select the correct answer

1. Which block set is used to colour the entire screen black?

```
jump to [200] over [200] down
repeat [20] times
  do [set width [45]
    move [forward] by [400] pixels
    turn [right] by [90] degrees
    move [forward] by [20] pixels
    turn [left] by [90] degrees
    move [backward] by [400] pixels
```

```
jump to [0] over [0] down
repeat [20] times
  do [set width [45]
    move [forward] by [400] pixels
    turn [right] by [90] degrees
    move [forward] by [20] pixels
    turn [left] by [90] degrees
    move [backward] by [400] pixels
```

```
jump to [0] over [0] down
repeat [20] times
  do [set width [45]
    move [forward] by [200] pixels
    turn [right] by [90] degrees
    move [forward] by [10] pixels
    turn [left] by [90] degrees
    move [backward] by [200] pixels
```

2. Select the relevant block to create a circle from the following blocks.

repeat [360 times]
do: move [forward] by [1] pixels
turn [right] by [1] degrees

for [i] from [0] to [180] count by [2]
move [forward] by [1] pixels
turn [right] by [1] degrees

for [i] from [0] to [360] count by [2]
move [forward] by [1] pixels
turn [right] by [1] degrees



3. Select the blocks to apply to achieve this design.

draw sticker

turn [left] by [180] degrees
draw sticker

turn [left] by [90] degrees
draw sticker



4. What blocks should be used to create a line like this?

set width [10]
move [forward] by [100] pixels

move [forward] by [100] pixels

set alpha [10]
move [forward] by [100] pixels



5. What should be applied to get this design?

draw a pinwheel [edit]
sides [6]
length [70]
repeat [6]

draw a pinwheel [edit]
sides [7]
length [70]
repeat [7]

draw a pinwheel [edit]
sides [4]
length [70]
repeat [4]