

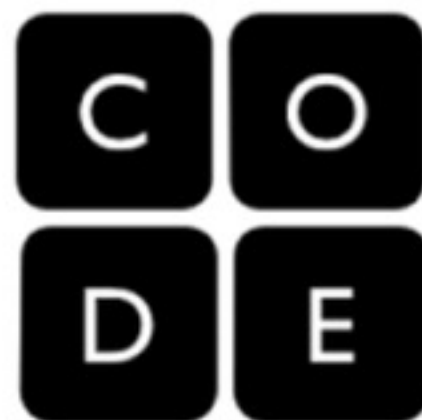
**Educational  
center TAYBAH  
Primary School  
TAYBAH**



**Computer  
Science 5th  
Grade Academic  
year : 2021 / 2022**

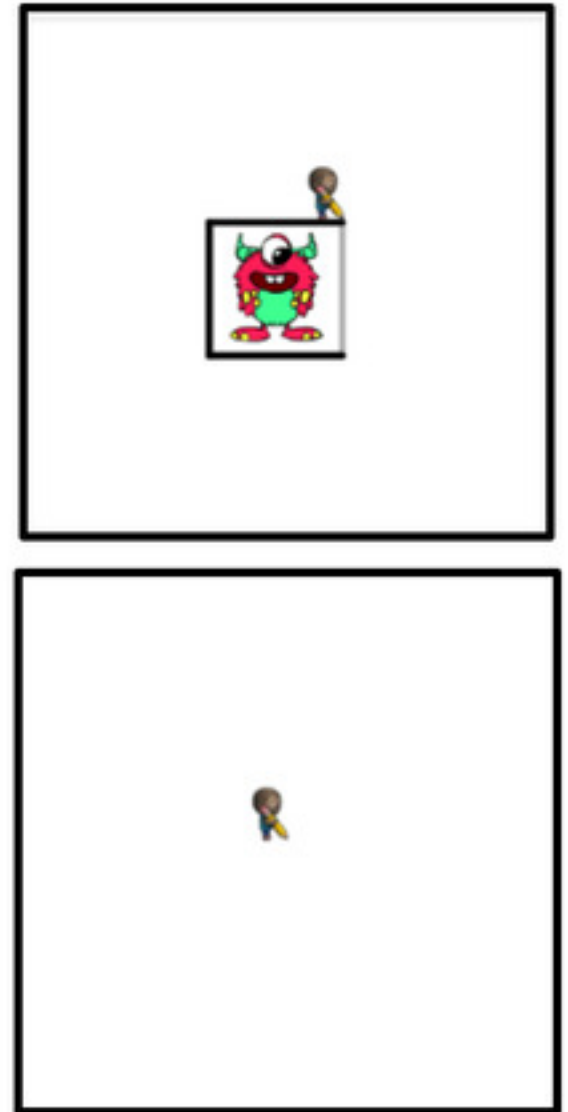
# Learn programming with

(Programming In Artist)



# Programming in Artist

in these puzzles, you'll be an artist, that uses a pencil in a draw different shapes, so wherever you artist goes, he'll draw a line behind them





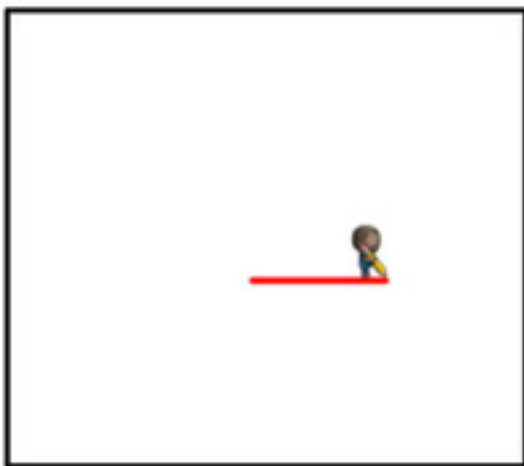
# Programming in Artist

to move around the canvas, you'll use the move forward blocks. here the move forward block says "move forward by a hundred pixels"



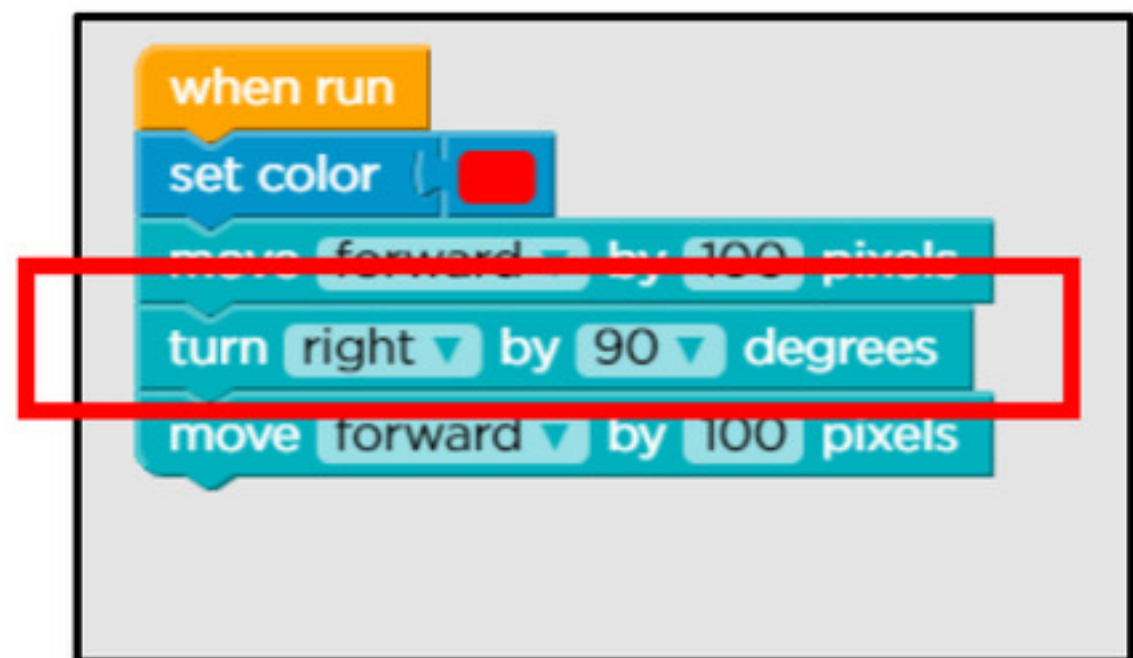
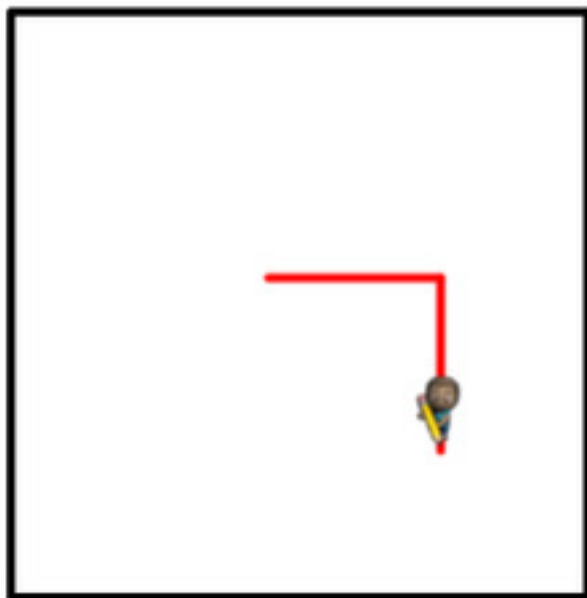
# Programming in Artist

when we hit run, what happens?  
the artist moves forward a certain amount, and that amount is 100 pixels.  
Pixels are basically very tiny squares on your computer screen.





the other block we have in this pile says turn right by 90 degrees, and when we drag that out, that makes our artist turn a certain amount so you can play around with how far you want the artist to turn



this is a 90 degree turn, and this is a 120 degree turn and remember, you can change these values by clicking the arrows next to the numbers for pixels and degrees. enjoy drawing with your artist you

