

Project: Snowflake Generator

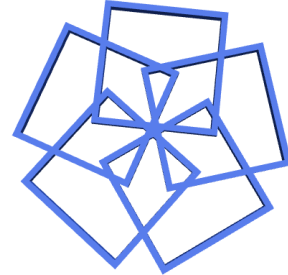
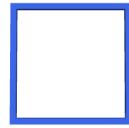
Loops

Can you make a snowflake generator?

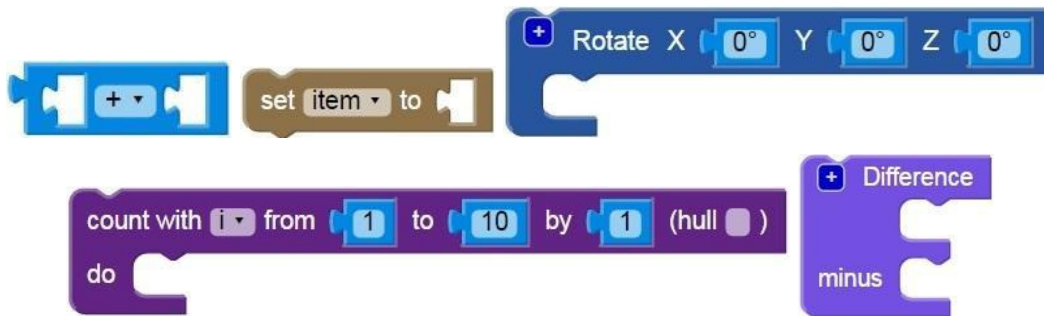
Getting Started:

1. Create a variable called **number of shapes**
2. Create a variable called **angle**
3. Set the **angle** variable to $360 \div \text{number of shapes}$
4. Create a square frame shape that you'll rotate with your loop (see picture)
5. Create a ring using a loop
6. **Hint:** Set your loop to **count with i from 0 to 360 by angle** (the angle variable you created!).

square frame



Use These Blocks!



Think About It

- How does the snowflake change if you change your rotation angle?
- What happens when you change how far you translate your square frame?
- What would it look like if you rotated a different shape?
- What happens if you rotate around more than one axis?

Now Try This!

