1) Use the image above to program your sprite to draw a star.
2) Try changing the size of the star.
3) Try changing the color of the star.
4) Try changing the sprite that draws the star. (hint: )

5) Add another sprite ( ) and program it to draw a square:

6) Program a sprite to draw the following picture:

*Hint: there are 36 squares in this shape!*

*Writing a program to accomplish a goal requires finding a useful way to split that goal into pieces. It’s like a puzzle!*
7) Program your sprite to draw the following pictures: