

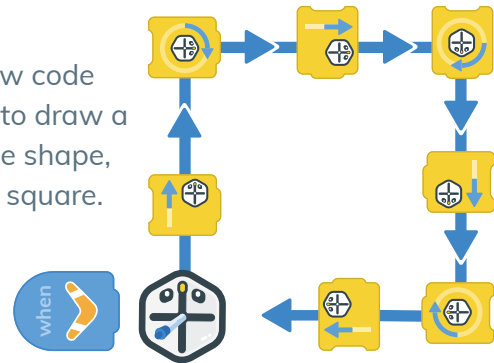
Snowflake Designer

How are your robot dance moves?
Code Root to help test your muscle memory and stage a coordinated dance-off!



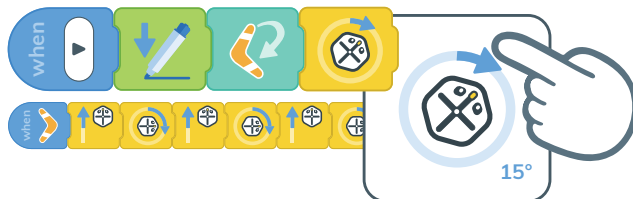
1. Drag out a **When Boomerang Block**. This block tells Root what to do if it sees a matching aqua **Boomerang Block**.

2. Now code Root to draw a simple shape, like a square.



3. Attach a **Marker Block** and a **Boomerang Block** to the **When Play Block**. Now, whenever Root sees a **Boomerang Block**, it will start to draw a square.

4. Attach a **Turn Block** after your **Boomerang Block**. Edit to make Root turn just a little.



4. Attach lots of **Boomerang Blocks** to the **When Play Block** to repeat your square shape and make a snowflake.

Going Further:

Now try to create a different type of snowflake by changing the angles Root turns and the distance Root moves.

