

# Artist: Sequence

Lesson time: 30 Minutes

## LESSON OVERVIEW

In this lesson students will take control of the Artist to complete simple drawings on the screen.

### TEACHING SUMMARY

#### Getting Started

[Introduction](#)

#### Activity: Artist Sequence

[Artist: Sequence](#)

#### Extended Learning

[Extension Activities](#)

## LESSON OBJECTIVES

### Students will:

- Create a program to complete an image using sequential steps
- Select an argument for a given command
- Choose the appropriate blocks to draw images with non-continuous lines

## GETTING STARTED

### Introduction

Brainstorm with students ways to tell someone else how to draw a picture:

- How would you do that with a computer?
- In these puzzles you will be moving a character who leaves a line everywhere it goes.
  - You'll use the cardinal directions to do this, just like we've been doing to move the bird and bee.

## ACTIVITY

### [Artist: Sequence](#)

If students struggle to use the correct number of blocks to draw a line, point out that each line segment has a dot on both ends.

## EXTENDED LEARNING

Use these activities to enhance student learning. They can be used as outside of class activities or other enrichment.

### The Copy Machine

- Give students two pieces of paper.
- On one sheet, draw a simple image (right angles and straight lines only).
- On the second sheet, draw instructions for recreating that image using a series of arrows.
- Trade instruction sheets and attempt to recreate the image using only the provided instructions.



This curriculum is available under a Creative Commons License (CC BY-NC-SA 4.0)

If you are interested in licensing [Code.org](https://code.org) materials for commercial purposes, contact us: <https://code.org/contact>