

# Artist: Functions

Lesson time: 30 Minutes

## LESSON OVERVIEW

Students use the Artist environment to draw complicated images using functions for repeated tasks.

### TEACHING SUMMARY

#### Getting Started

[Introduction](#)

#### Activity: Artist: Functions

[Artist: Functions](#)

## LESSON OBJECTIVES

### Students will:

- Identify repeated movements and utilize functions to simplify their program
- Use trial and error to re-create complex patterns
- Break complex tasks into smaller repeatable sections
- Combine simple shapes into complex designs with functions

## GETTING STARTED

### Introduction

In this stage, students will walk from using repetitive instructions into learning how to integrate functions as a simplification technique.

## ACTIVITY

### [Artist: Functions](#)



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