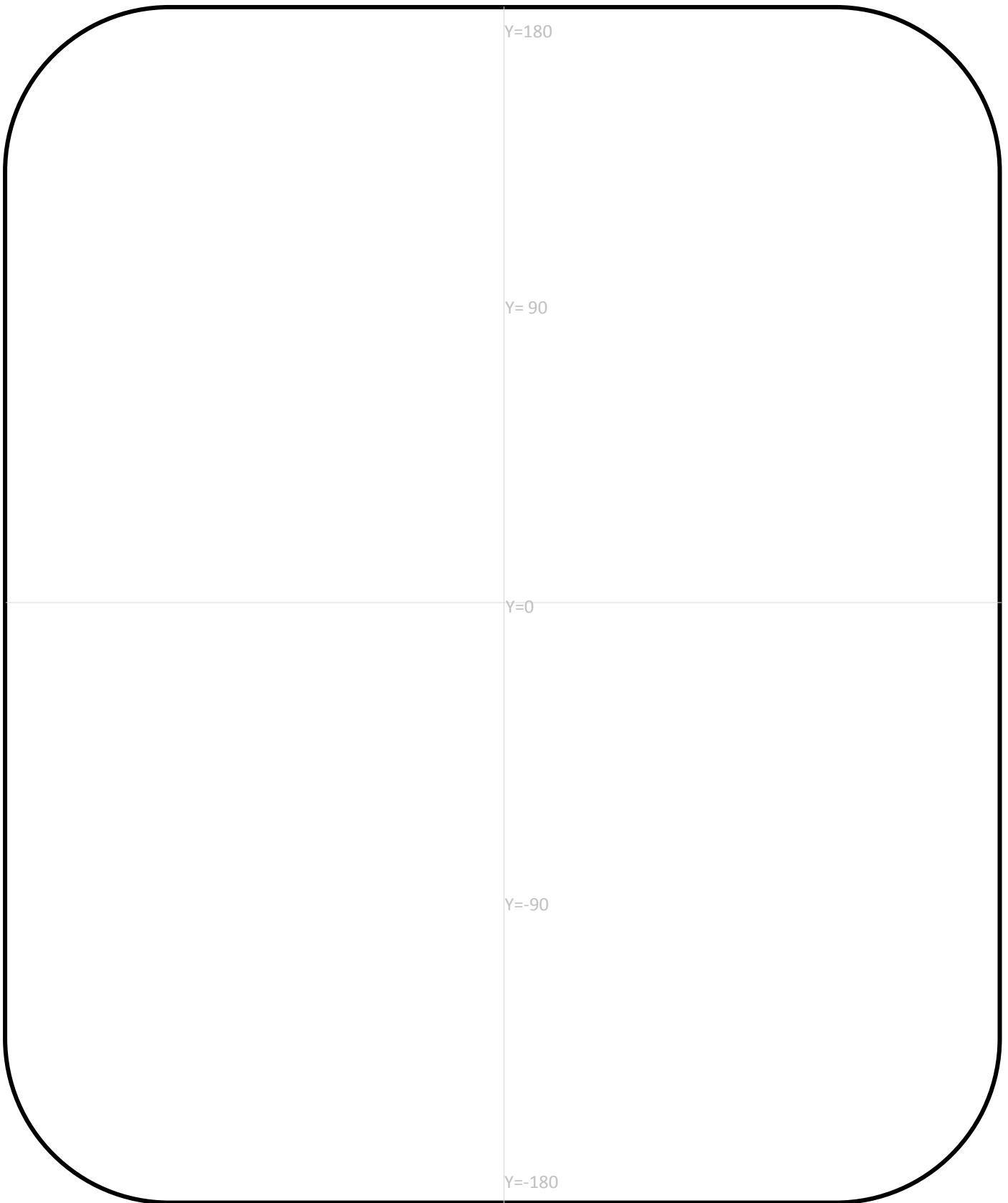


LO Write a program that will draw a tree that looks different every time

NAME

CLASS



Draw a tree that loses its leaves in winter (deciduous) using a pencil. Line up the trunk with the Y axis line. Label the parts of the tree. Where on the Y line does your trunk start? Where does your branches start on the Y axis?

LO Write a program that will draw a tree that looks different every time

TRUNK
BRANCH (one)
BRANCHES (many)
SUB BRANCH (twigs)

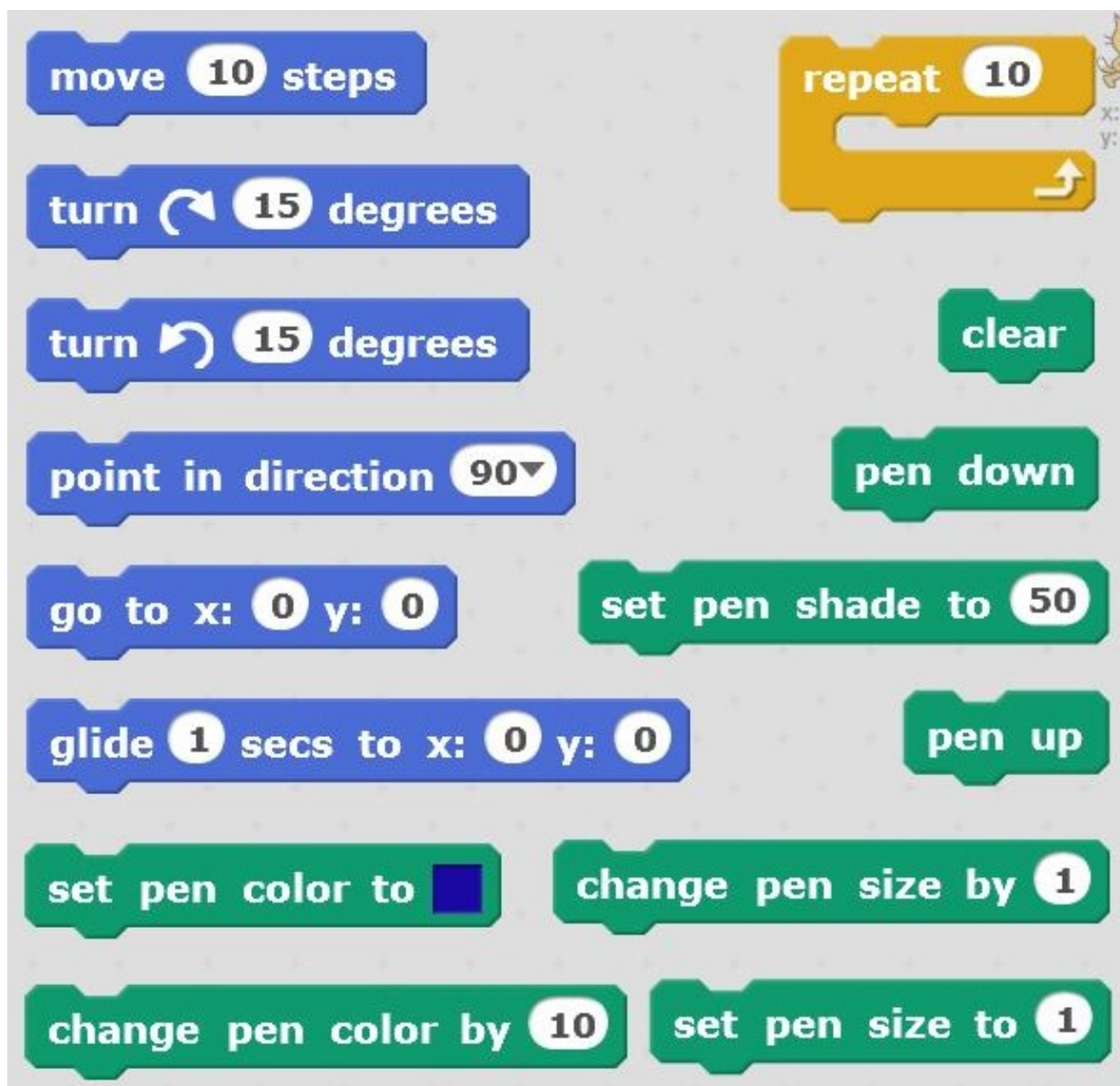
Work with a partner to list the properties of the parts of a tree. Think about angles, directions of turn, thickness, what it connects to, where it starts and finishes, estimated length in mm, number of parts etc. Look back at your tree drawing for help with this.

## Decomposition

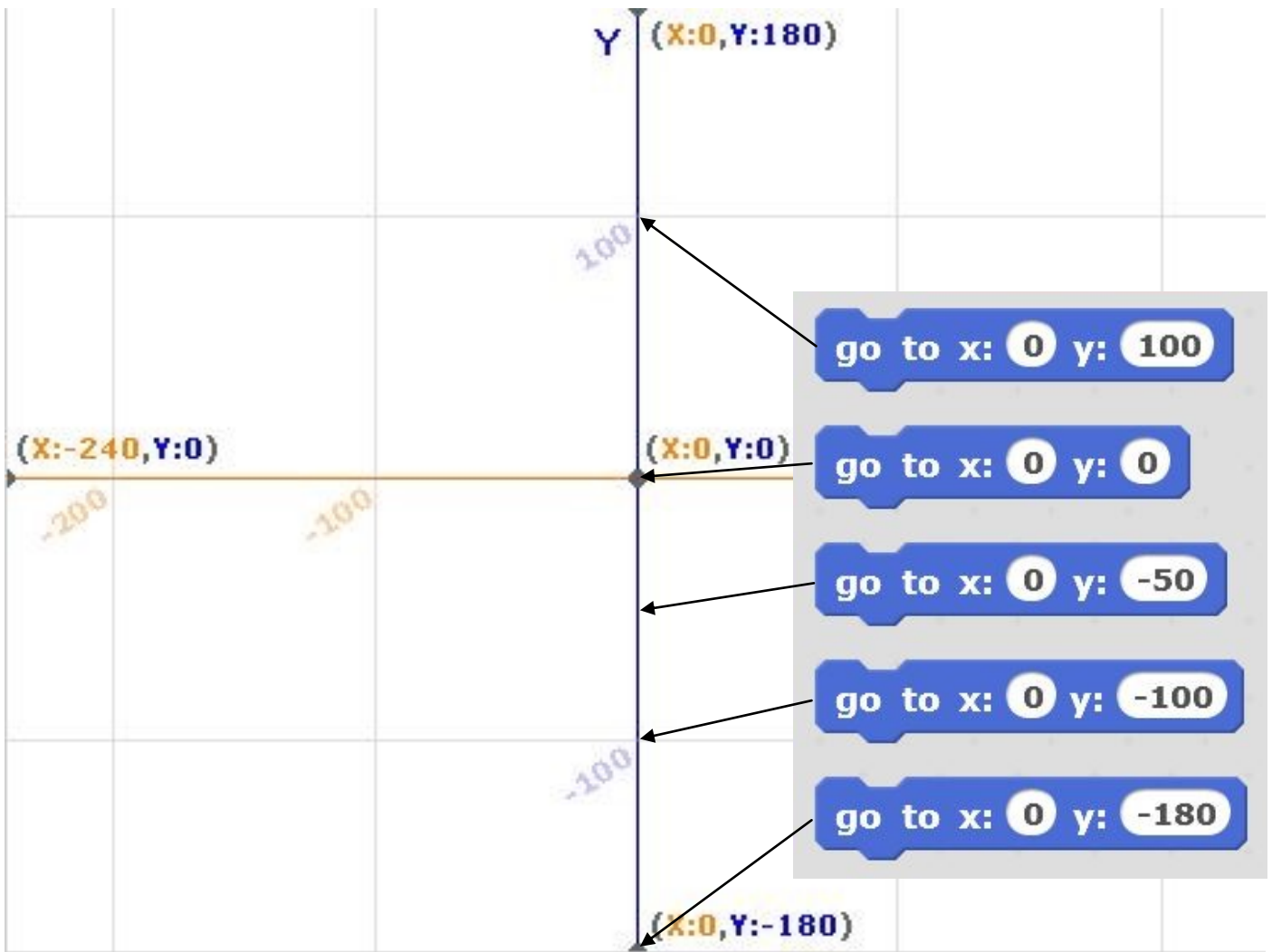
Decomposition is where you break a problem up into smaller parts and solve the parts separately. You have already decomposed your tree into parts. Why not work on solving the easiest part first? Which part do you think might be easiest?

## Useful Blocks

Look back over the properties of the part of the tree you have chosen to program first. Which Scratch blocks might be useful in programming it?



You are not limited to just these blocks but these are a good start



You can use the Y axis to help you get back to the tree trunk

