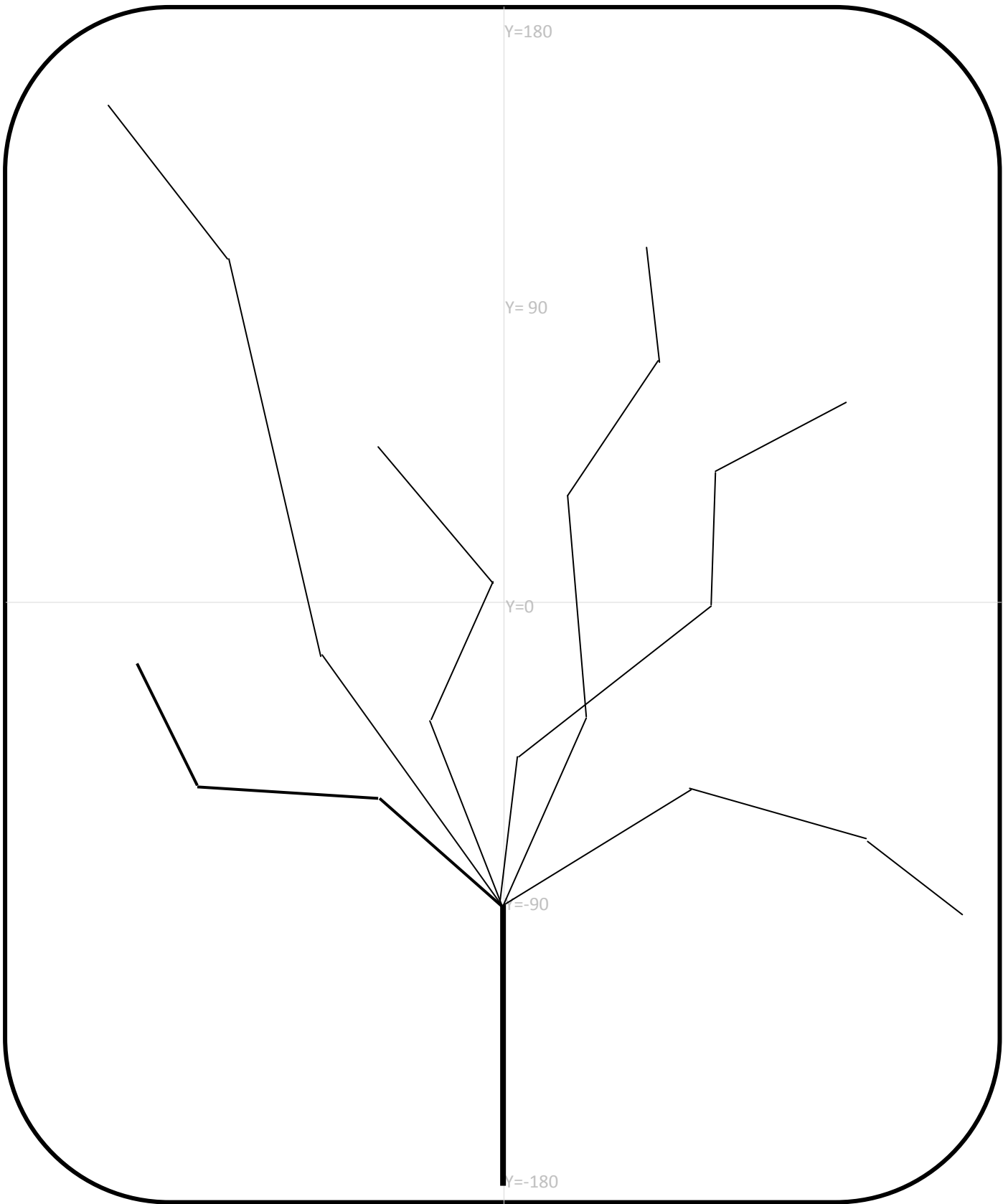


LO Write a program that will draw a tree that looks different every time

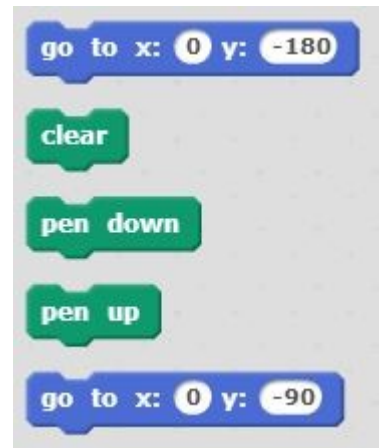
NAME	CLASS
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Label the parts of the tree. Where on the Y axis does your trunk start? Where on the Y axis does your trunk finish? Where on the Y axis does the bold branch begin? What angle will you have to turn to start the branch?

LO Use the blocks to write Trunk and Bold Branch Algorithms

TRUNK
BOLD BRANCH (one)



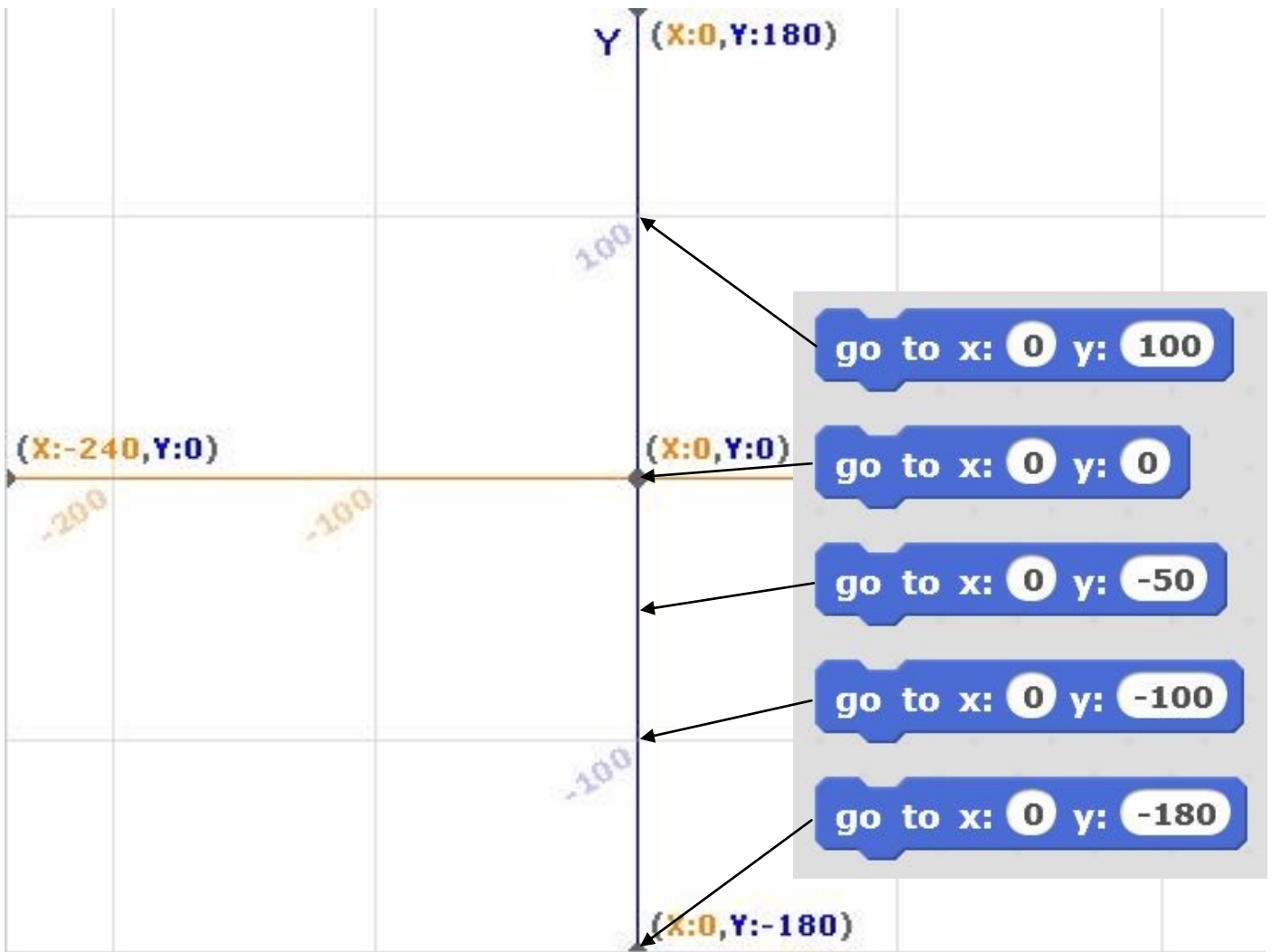
Trunk Blocks (you can change Y if you want)



Bold Branch Blocks (you can use blocks more than once)

## 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? \_\_\_\_\_



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

