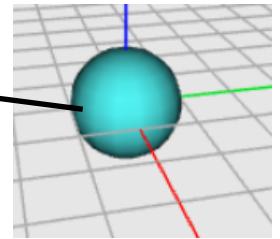
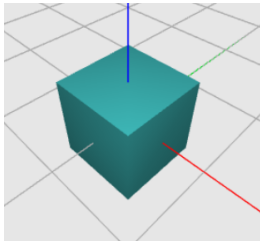


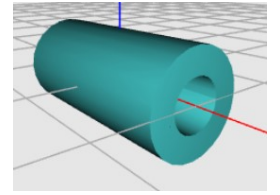
sphere Dia. 2



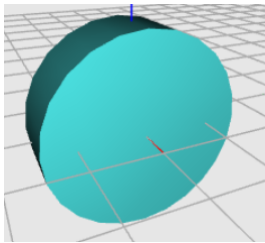
cuboid l: 1 w: 1 h: 1



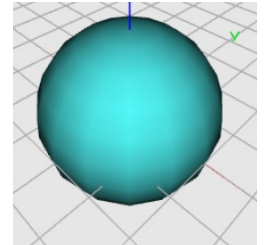
tube l: 1 outer: 3 inner: 0



sphere Dia. 4



tube l: 0.1 outer: 1 inner: 0



tube l: 2 outer: 1 inner: 0.5

Draw a line connecting the shape code block to the shape that you think it will program
l = length Dia. = Diameter (distance across a circle/sphere running through the centre)

Reasoning about the code

Tick the code blocks that you think will be repeated.

Which keyboard input will start this program?

If you wanted to have a hollow inside which part of the code would you change?

Write or draw what shape you think this program would create

```
when space key pressed
repeat 180
  tube l: 0.1 outer: 1 inner: 0
  move 0.1
  rotate z by 2
```

Rotate means to turn
There are 360 degrees in a full turn



Adapt the Code

Load up Beetle Blocks <http://beetleblocks.com/>

Copy the code above and run the program

Were you right? Did it draw the shape you drew?

Now adapt the code and create a better more interesting version.

If your school has access to a 3D printer you could even print your version out

Why not add colours or adapt the shapes used