Student Workpack

**Extension Activities** 

#### Lesson 1:

Introduction to Programming and Algorithms



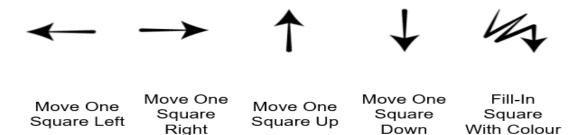


# **Graph Paper Programming**

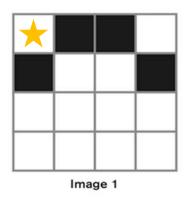
Choose one of the drawings below to program for a friend. Don't let them see which one you choose!

Write the program on a piece of paper using arrows. Can they recreate your picture?

Use these symbols to write a program that would draw each image.



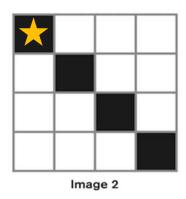
#### Task 1



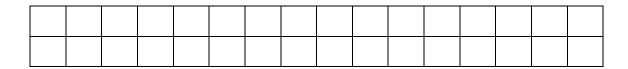




#### Task 2



Write your programs in the spaces below!



#### Task 3

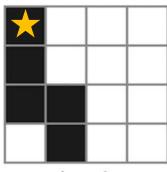
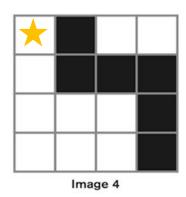


Image 3



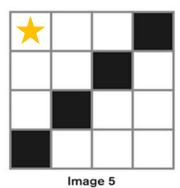


#### Task 4



Write your programs in the spaces below!

#### Task 5

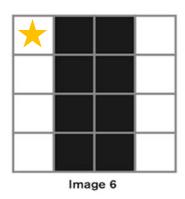


I	I	I	I	I	I	i	I	I	i	I	i	I	I	1





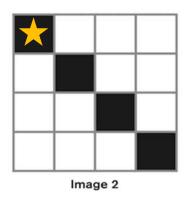
### Task 6



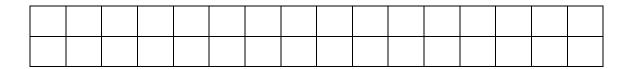




#### Task 2



Write your programs in the spaces below!



#### Task 3

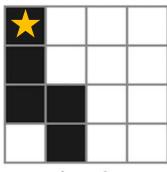
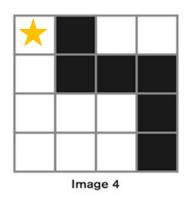


Image 3



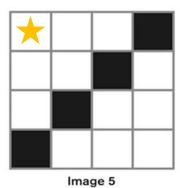


#### Task 4



Write your programs in the spaces below!

#### Task 5

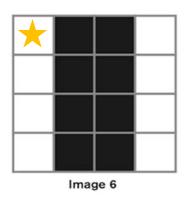


I	I	I	I	I	I	i	I	I	i	I	i	I	I	1





### Task 6

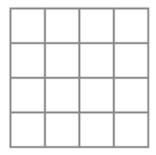




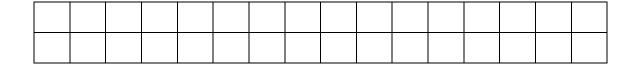
## **Extension Activity**

On this page create your own shaded pattern in the square provided. Then in the space below write your algorithm to shade in the squares.

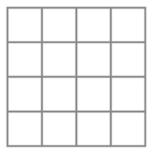
#### Task 7



Write your programs in the spaces below!



#### Task 8







#### Task 9

