

1. Start by setting the cat size to 10% (this is in the **Looks** section)

```
when clicked
clear
pen up
pen down
go to x: 0 y: 0
point in direction 0
repeat 4
  move 50 steps
  turn 90 degrees
```

2, Next, copy this program. Make sure that you get this

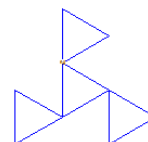
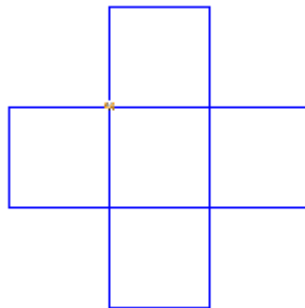


shape.

3. Now change the program to get a triangle, pentagon, hexagon, etc.
(Hint: $4 \times 90 = 360$. $3 \times 120 = 360$, $5 \times 72 = 360$ and $6 \times 60 = 360$)

4. Next copy this program. The technique to get this to work is quite tricky. You have to take the top of a block and drag it around to move groups of pieces. This program should produce this shape.

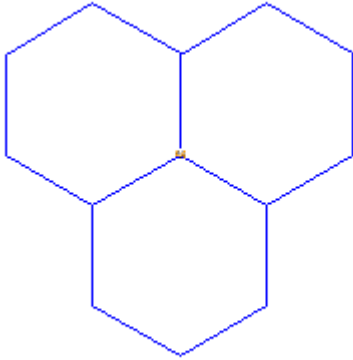
```
when clicked
clear
pen up
go to x: 0 y: 0
pen down
point in direction 0
repeat 4
  repeat 4
    move 50 steps
    turn 90 degrees
  turn 90 degrees
  move 50 steps
```



5. Now work to get this shape by changing numbers in the program.

Challenge.

Make a program that produces a tile pattern of hexagon tiles like this.



There should be as many hexagons as you can manage.

Upload your program.