

AROUND THE GLOBE CHALLENGE



Extends **Investigation 4**. Use the Beetle sprite from the project **2-Pen Project**.

- ▶ In Module 1 we used the “**move forward** + **stamp** + **move backward** + **turn**” algorithm to create circular patterns with the sprite starting and finishing in the centre. The same algorithm may help us now to create different circular scenes.



- ▶ Combine drawing a large dot with drawing houses, trees, mushrooms or other objects around the outside edge. Be sure that the Beetle always returns back to the same position in the centre, then turns a bit and repeats.

