Tricky Tile Patterns Challenge

Extends Investigation 2. Use the Tile sprite from the project 13-Tile Repeat.
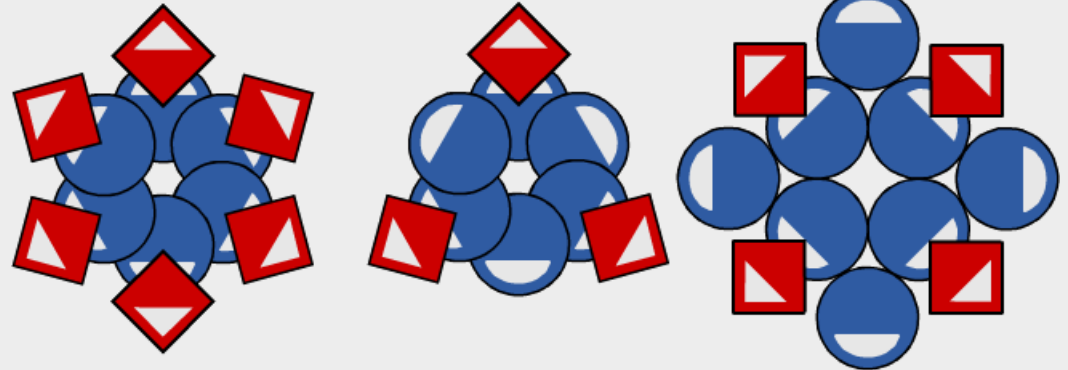
```
switch costume to circle ▼
repeat 10
    move 10 steps
    🖊 stamp
    move -10 steps
    turn ↻ 60 degrees
```

► Combine two circular patterns (moving a different number of steps from the centre).

► Switch costumes and experiment with different inputs for **repeat**, different angles and movements.

When the pattern is finished, drag the Tile sprite out of the pattern.

Note that the two circular patterns may use different values within the **repeat** block. Create these or your own patterns.

Extends Investigation 3. Use the Tile sprite from the project 13-Tile Repeat.

```
switch costume to square ▼
repeat 6
    move 45 steps
    🖊 stamp
    move -45 steps
    turn ↻ 60 degrees
```

In Investigation 3 we have used an algorithm: **move** *forward* + **stamp** + **move** *backward* + **turn**.

► Explore another algorithm: **move** *backward* + **stamp** + **move** *forward* + **turn**.
► Experiment with different values of **repeat**, different angles and movements.

initial position