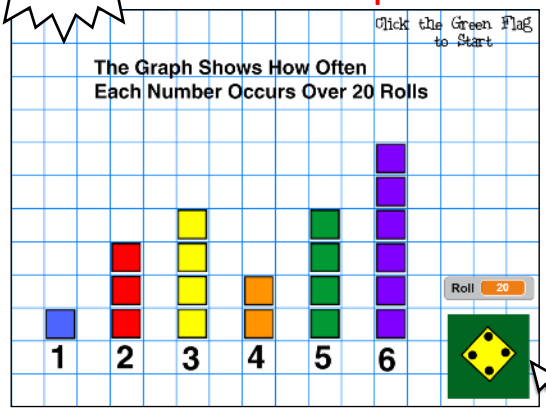
Graphs, Charts, Algebra and Problem-solving Logic supported by Scratch Code

Compatible with SCRATCH 3 2019

Draw a Block Graph



shared: scratch.mit.edu/projects/89762459

It's necessary to draw a Dice sprite consisting of six costumes (faces) as there is no such sprite in Scratch.

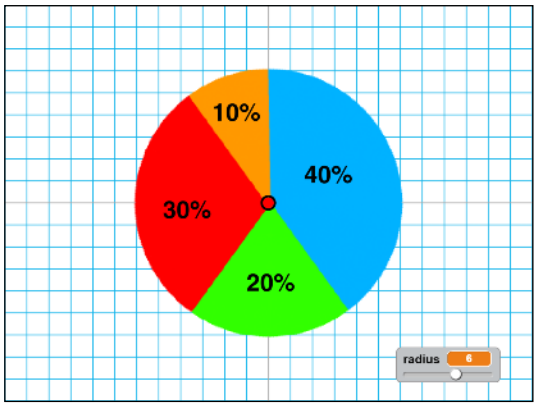
Take this study to a higher level.

Create code to graph the *totals* of 2 dice rolled simultaneously.

What might you expect to find out?

e.g. What is the lowest possible number?

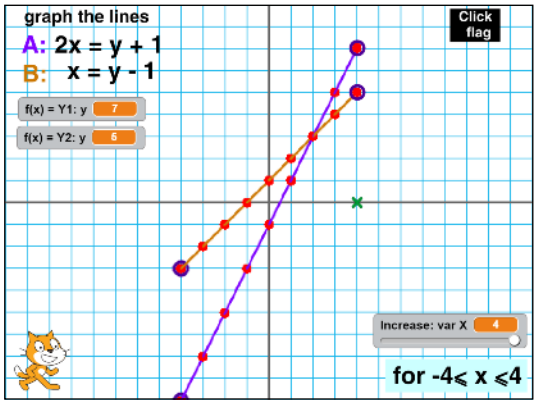
Draw a Pie Chart



shared: scratch.mit.edu/projects/171638213

the algorithm that sets the number of radius lines (at 1° apart) to draw the blue segment

Graph Straight Lines



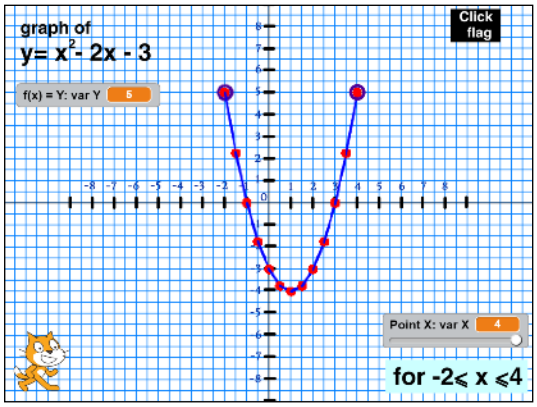
shared: scratch.mit.edu/projects/195706136

The green **X** follows the *increase* in x.

Explore the examples online.

CLICK see inside and make sense for yourself of the logic of the code.

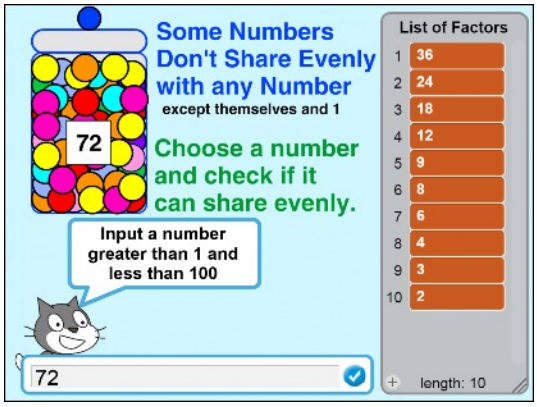
Graph a Trinomial



shared: scratch.mit.edu/projects/104133413

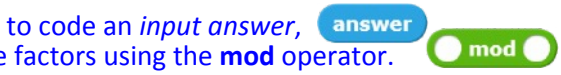
This is the code for ***f(x)*** in the example above.

Code for Prime Numbers < 100

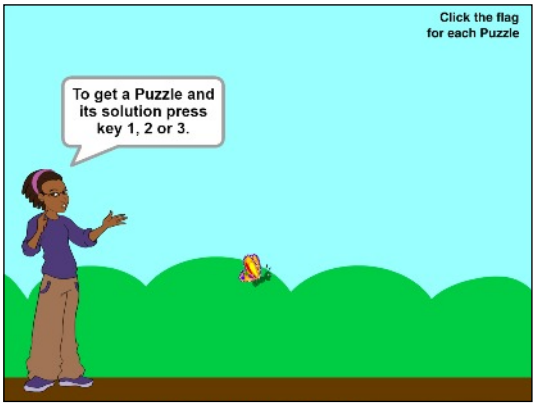


shared: scratch.mit.edu/projects/183983550

Learn how to code an *input answer*, and list the factors using the **mod** operator.



Problem Solving Strategies



shared: scratch.mit.edu/projects/171597011

example: Scratch algorithm for the mean of three numbers

Explore the examples online.

CLICK see inside and make sense for yourself of the logic of the code.