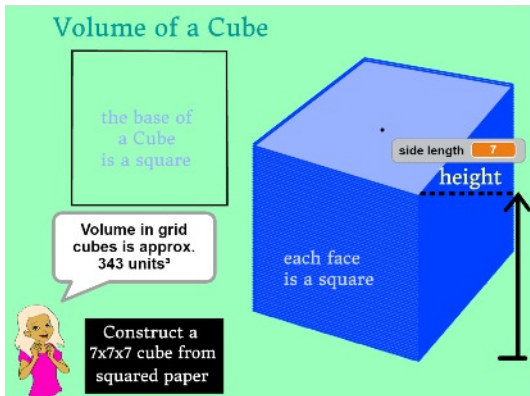


Simplified 3D Animations in Scratch and Algorithms to Calculate the Volume of a Cube, Cylinder, Cone

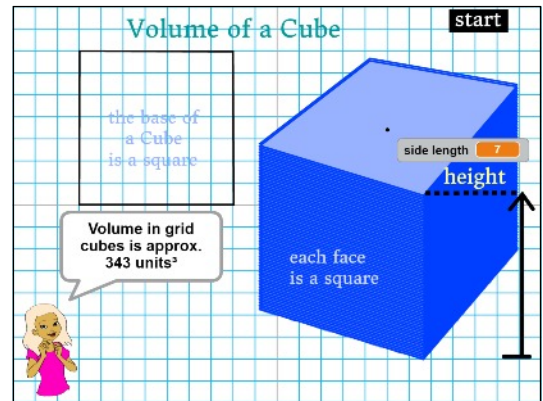
Animate a Cube



shared: scratch.mit.edu/projects/240424293

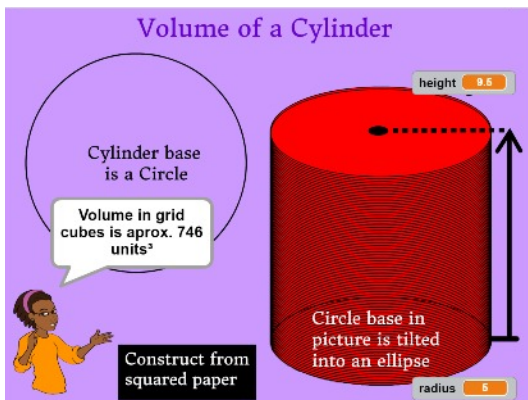
$$\text{side length} * \text{side length} * \text{side length}$$

Volume of a Cube



Scratch algorithm for volume of a CUBE

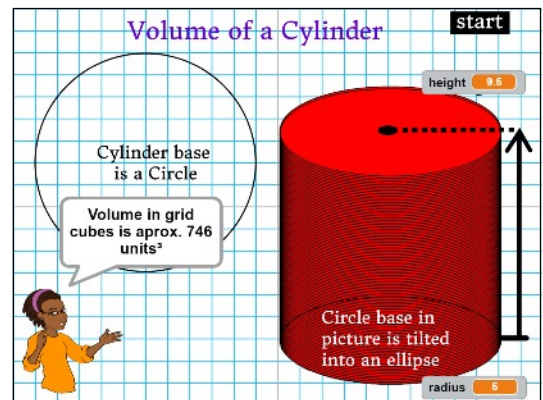
Animate a Cylinder



shared: scratch.mit.edu/projects/240370286

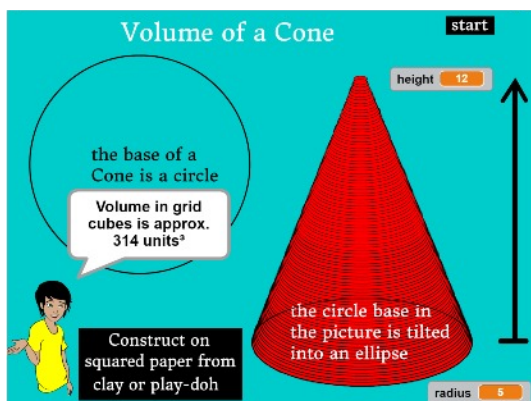
$$\text{pi} * \text{radius} * \text{radius} * \text{height}$$

Volume of a Cylinder



Scratch algorithm for volume of a CYLINDER

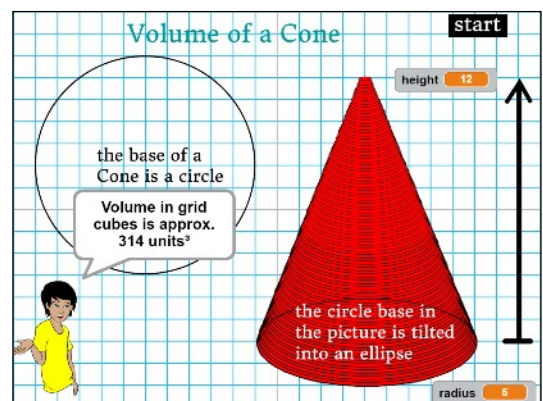
Animate a Cone



shared: scratch.mit.edu/projects/240374423

$$\text{pi} * \text{radius} * \text{radius} * \text{height} / 3$$

Volume of a Cone



Scratch algorithm for volume of a CONE