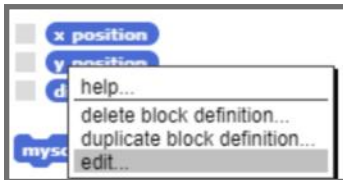


## Turtlestitch Skills: Little and Large

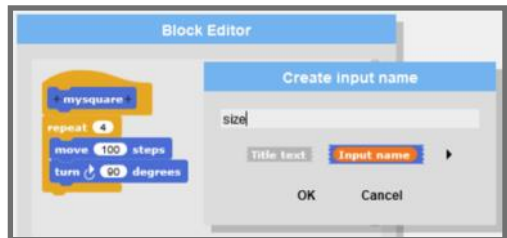
### *Stitching a shape in different sizes*

In this example, we use a motion block to draw the same shape in different sizes. To change the size of our square, we will make size a parameter to the function 'mysquare'. Setting parameters is useful because it helps condense your program.

1. Begin to create a block to draw a shape —learn how using the Block Party card. If you have already made one, right-click on it and select 'edit...'

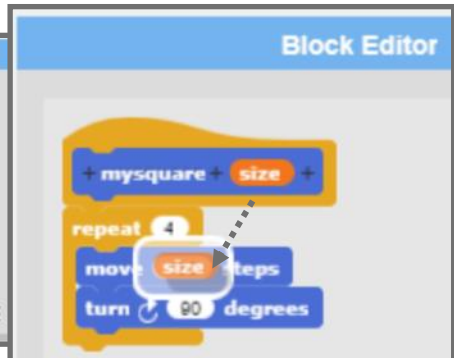


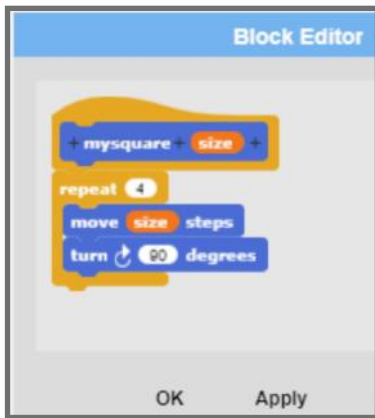
2. Click '+' next to the block name.



3. Name the input 'size', because that is the variable you will change. Click OK.

4. In the block editor, drag and drop the orange 'size' input into the blue 'move...' block, replacing the pre-set value (100 in this example).





5. The result should look like this. Now, instead of moving 100 steps for each side of the square, the turtle is ready to move any specified number of steps. Let's learn to set this value.

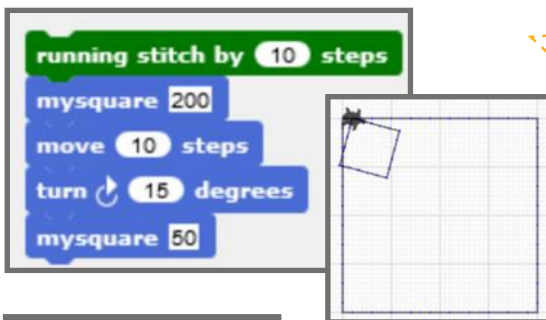
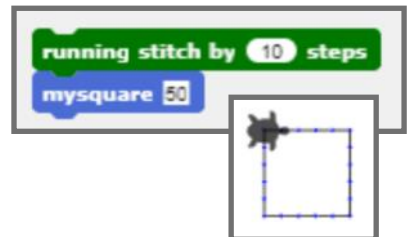
6. Click OK in the block editor.

7. Find your new block at the bottom of the motion block palette on the left-hand side of the screen.



8. The value you enter in the white space will set the number of steps the turtle moves for each side.

Here, we have set each side of the square to 50 steps long.



Here, we have added a move and turn between squares of different sizes.

### Taking it further...

Here we used the variable size as a parameter to the function 'mysquare'. Can you use other variables to set parameters?