



Problem of the Week

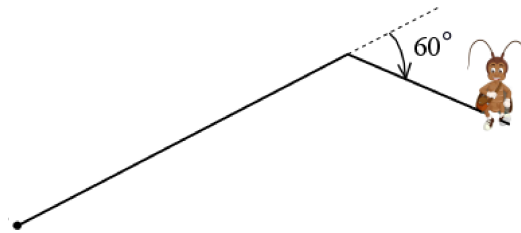
Problem B

A Spritely Shape

Peyton used a block coding program to get a sprite character to draw a shape. His sprite followed these steps:

1. Put pen down to write
2. Move 10 steps forward
3. Turn clockwise 60°
4. Repeat steps 2 and 3 five more times

Here is the sprite's drawing partway through the program:



- (a) What type of polygon did the sprite draw?
- (b) What type of pattern did Peyton use in this code?
- (c) If the code were changed so that step 3 reads “Turn clockwise 45° ”, how would Peyton need to change step 4 in order to create a closed polygon?