



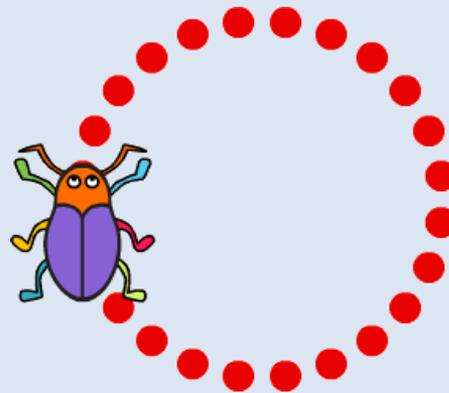
**ACTIVITY 2.3.3**

**Swarming Dots**



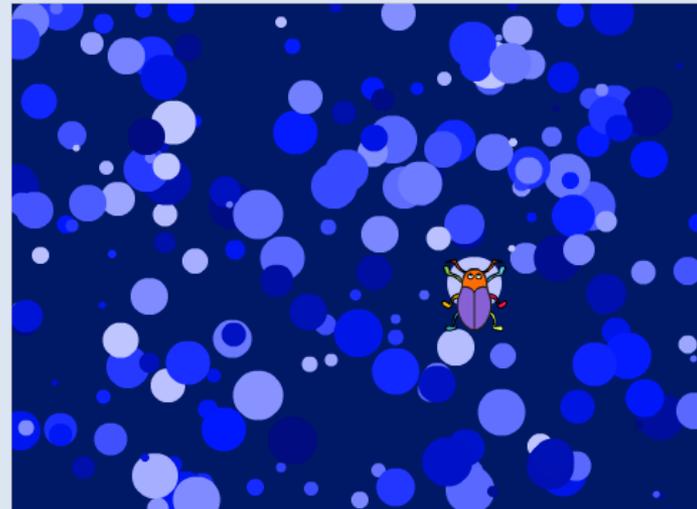
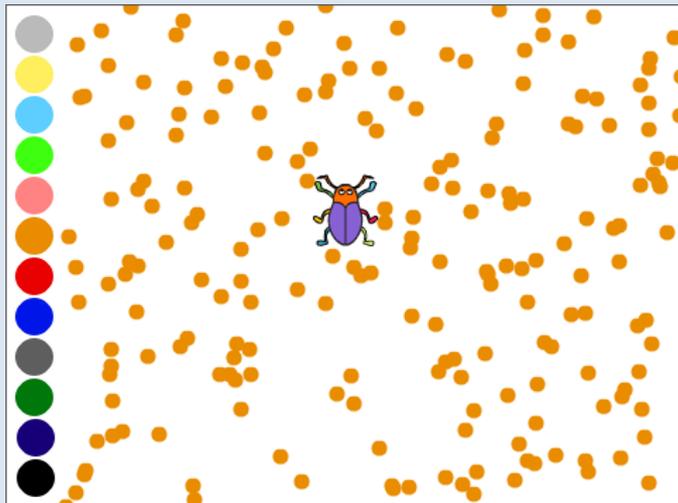
Open project **24-Swarming Dots**.

- Run the *setup script*.
- Recreate your **dot** block and build a script to draw a circle of dots.



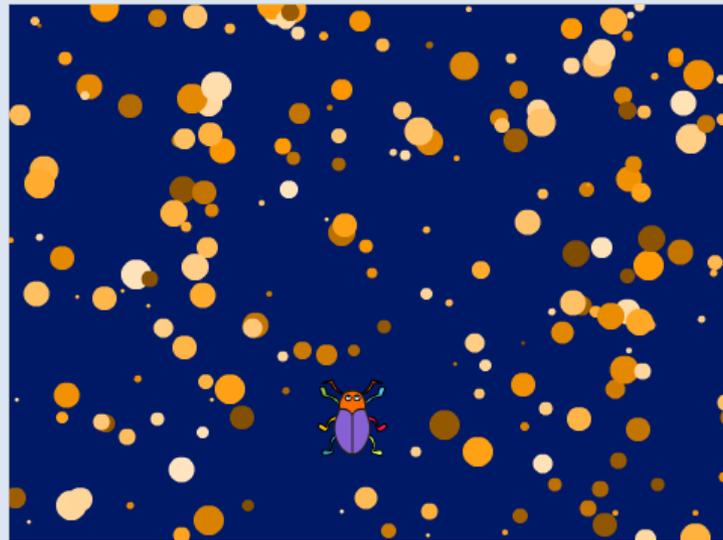


- Replace the **move** and **turn** blocks in your script with the **jump to random position** block from the **More Blocks** group and run the script.
- Try switching the backdrop to *night* or *day* by using the **switch backdrop to \_** block.





- [Extension] Add the blocks **set random pen size** and **set random pen colour** or **set random pen shade** to your script to change the size and colour of the dots.





## Discussion Questions

- Where did you place the **jump to random position** block within the **repeat** block?
- How can you change the backdrop of the stage?
- What number did you put in the **repeat** block? What happened when you decreased or increased this number?
- What does jumping to a random position mean? Do you know the position the dot will be drawn beforehand?