

### ---Motion

**Go home:** This brings the beetle back to the center

**Move \_\_ :** This moves the beetle forward by a number of units

**Rotate Z by \_\_:** This rotates the direction of the beetle. You will need this both for drawing forms, and for rotating to a different direction to draw an overlapping version of the same shape.

### ---Shapes

**Start Drawing:** This turns on a mode where a line is left behind the beetle as it moves.

**Stop Drawing:** This turns off the drawing mode, which is useful when you want to move the drawing point but not leave a line on the way to the new location.

### --Control

**Reset:** This clears the screen. Often it is placed as the second module so that each time you run the program you have a blank space to start from.

**When Clicked:** This is perhaps the easiest way to initiate any program you are creating. Use it as the start of a set of commands that will be set up below it, and click on this module when you want to run your program.

**When \_\_ Key Pressed:** This is another good way to set up a program to start. You would need to choose a key from the drop-down menu, and then that becomes the way you start the program. If you have more than one program in development at one time, you will need to set different keys for each.

**Repeat \_\_ Times:** This lets you set something up to repeat. Many of the shapes and patterns we will be making require repetition of commands.

### --Operators

**\_\_ / \_\_ :** This divides one number by another. In this exercise, we will use it to divide a full rotation into sections of rotation that add up to a full rotation

**Pick random \_\_ to \_\_ :** This picks a random number between a low and a high number

In case you need this!:)