**WEEK 9 – Triangle Coding**

**Grade:** Junior (4-6)

**Activity  
1)** Your task is make code to calculate the area and perimeter of a triangle based on the blocks of code that are scrambled. **2)** Go to https://scratch.mit.edu/projects/389592170/ or go to scratch.mit.edu and search bdickso9 and find the ‘Perimeter and Area of a Triangle’ program  
**3)** The program should do the following: set the variables (all measurements) to zero; then ask the user what the measurement of each variable (measurement) is in order; make the variable the answer given; then calculate the area and perimeter based on the measurements given   
**4)** Once you have combined the pieces of code, try pressing the green flag to see if the code meets the requirements.  
**5)** If you have not done a coding lesson before, it is recommended you try the coding lessons from junior week 1, 4, 6 and find the Scratch cheat sheet in week 4.  
**Note:** If you do not have access to Scratch, attached below is a screenshot of the code. Try writing out the code in order to make the program perform the same functions that it would if you were to actually write the program.  
**Extra Credit:** If you are done, try recreating a similar code for a triangle or square from memory to better expose yourself with where pieces of code are located in Scratch

**Curriculum Expectation**  
estimate, measure using a variety of tools (e.g., centimetre grid paper, geoboard) and strategies, and record the perimeter and area of polygon

**Unit:** Measurement

**Check for Understanding**   
I understand the relationship between dimensions of a triangle and its area   
I can arrange code to make it perform a set of given functions  
My code got more accurate with practice

**Materials**   
Access to Scratch or coding screenshot (Attached below)

A screenshot of a computer screen

Description automatically generatedRearranged Code