



- In this project you use a simple arrow and box to make lots of interesting patterns, including some 3D-style patterns similar to Minecraft.
- Open this project and remix it:  
<https://scratch.mit.edu/projects/78798510/#editor>
- Open the document [ArrowsAndBoxes.pdf](#)
- In the cat's script, enter the two functions at the top of the document. Use the "arrow" function to draw as many of the patterns as you can shown in the first part of the document (the images made of blue lines). To draw the ones where the arrow grows and shrinks you'll need to use a variable to keep track of the arrow size.
- Now use the "box" sprite's script to draw the box images you see in the second half of the document. Do this by using the "stamp" command to draw the box on the screen.