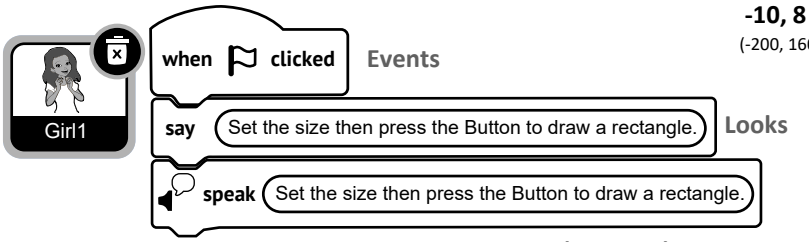
Primary level

Area and Perimeter of a Rectangle

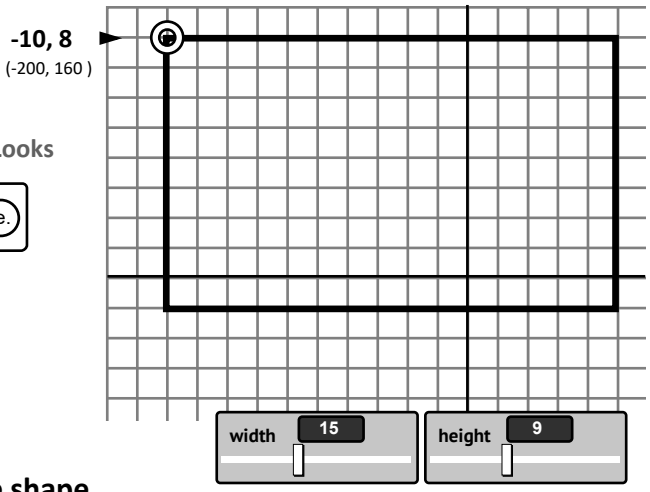
Extra features at:
https://scratch.mit.edu/projects/321176565

https://scratch.mit.edu/projects/330670639

1. Code an Instruction sprite (with text to speech)

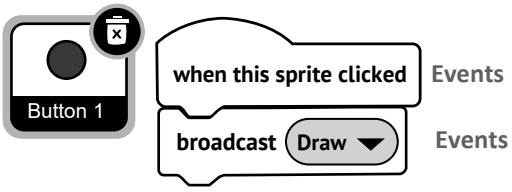


Get the 20 pixel backdrop grid

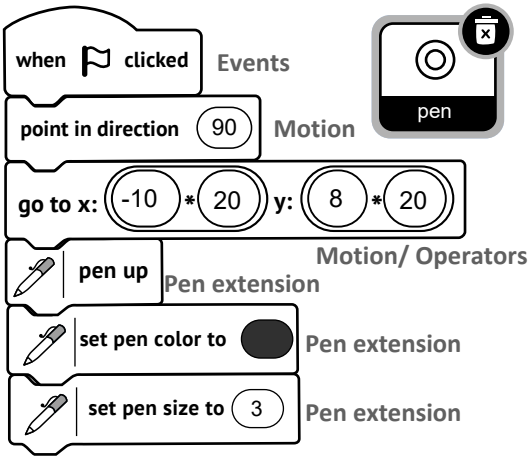


Make width and height slider variables with Maximum and Minimum values

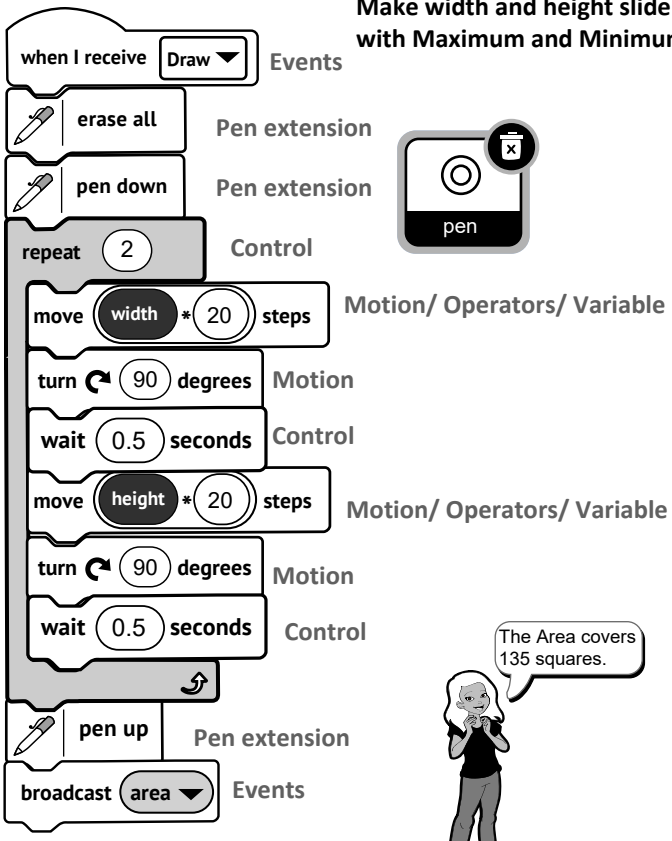
2. Code a Button



3. Initialise and position your pen sprite

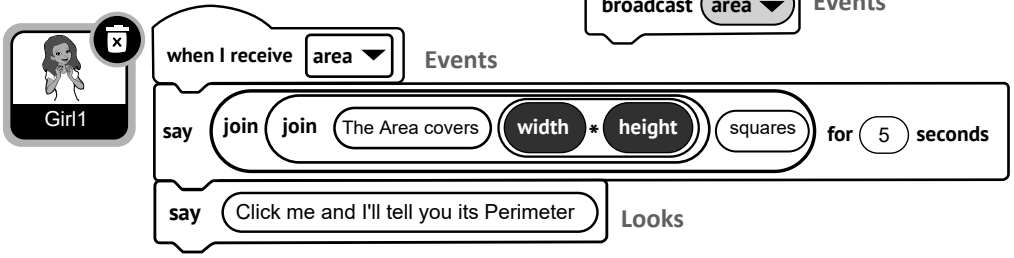


4. Draw the shape



5. Code the instruction sprite to report the AREA of the rectangle

using join Operators to concatenate numeric data and text strings



6. Code the sprite to report the PERIMETER of the rectangle

using join Operators to concatenate numeric data and text strings