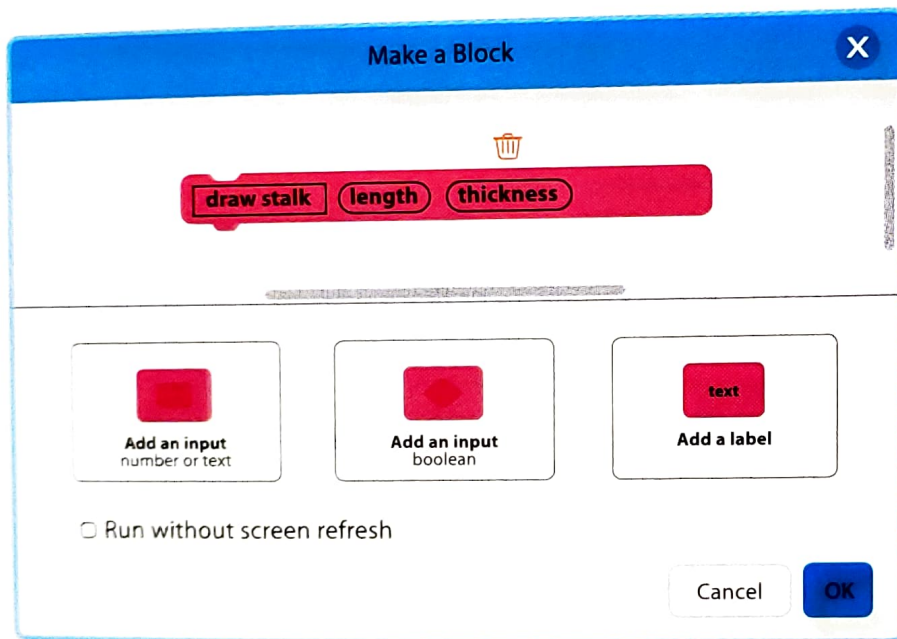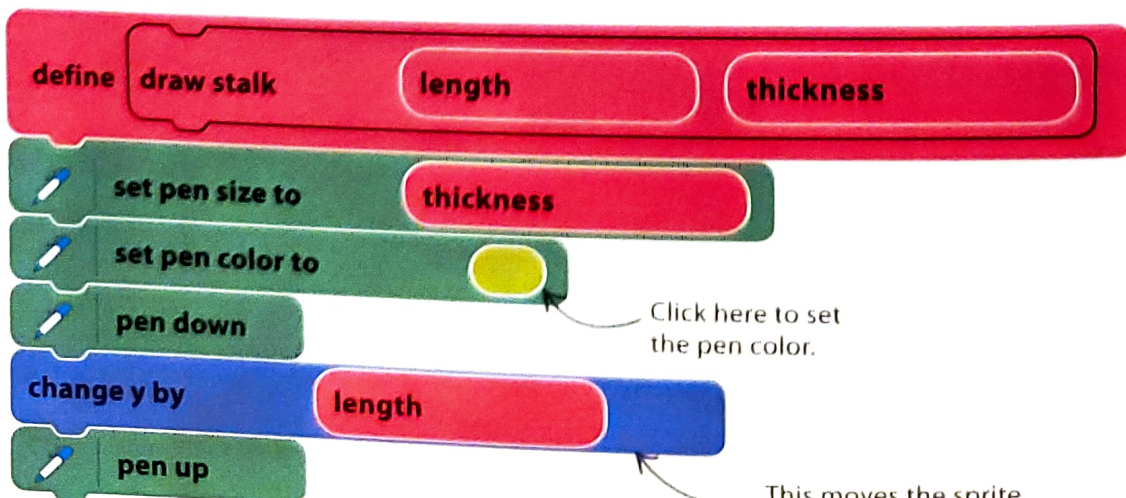# Flower stalks

Real flowers grow on stalks, so follow the next few steps to add stalks to your virtual flowers to make them look more realistic. Using custom blocks makes the code easy to read so you always know what's going on.

21 Choose My Blocks in the blocks palette, and then click "Make a Block". Call the new block "draw stalk". After you've typed the name of the block, add number inputs for the length and thickness of the stalk. Then click "OK".
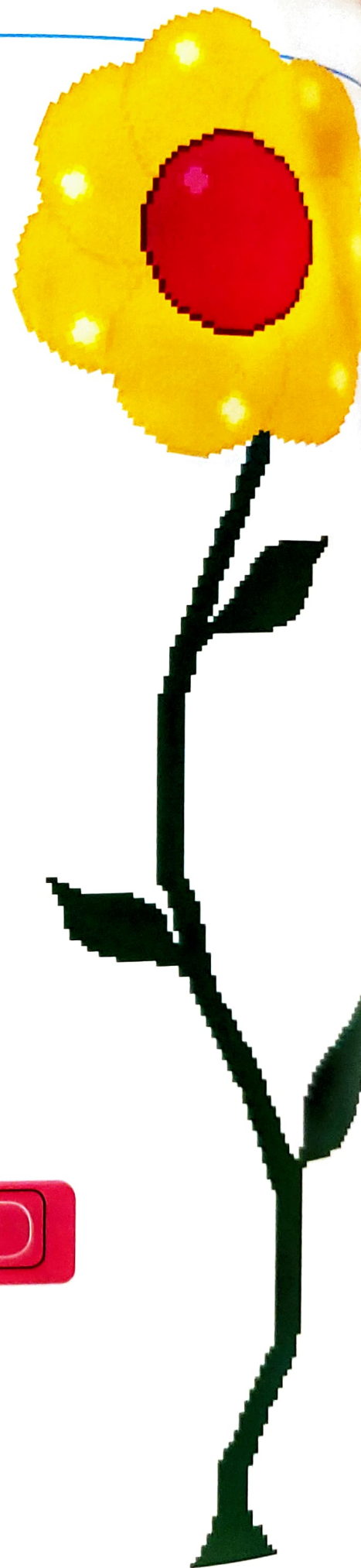
Make a Block ✕

draw stalk (length) (thickness)

Add an input number or text	Add an input boolean	text Add a label

☐ Run without screen refresh

Cancel   **OK**

22 Build this code below the "define" header block. Drag the "length" and "thickness" blocks from the header to where they're used in the code.
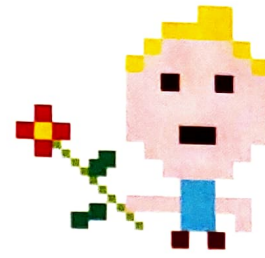
define draw stalk   length   thickness

set pen size to thickness

set pen color to ⬤

Click here to set the pen color.

pen down

change y by length

This moves the sprite straight up the stage.

pen up

23 Next, add the new "draw stalk" block to the main code. Fill in the numbers to set the stalk's length to 100 and its thickness to 5.

when 🏳 clicked

erase all

forever

if mouse down? then

go to mouse-pointer ▾

draw flower

Stalk length

draw stalk (100) (5)

Stalk thickness

pick random (5) to (10)   pick random (-100) to (100)   pick random (-100) to (100)

24 Run the project. You can now make a whole meadow of colored flowers. Experiment with different numbers in the "pick random" blocks to change the look of your flowers.

25 For a finishing touch, add a backdrop for your flower meadow. You can paint your own backdrop by clicking the paint symbol ✏ in the backdrops menu to the right of the sprites list. Alternatively, click the backdrop symbol 🖼 to load one from the library.

2

Blue Sky
480 x 360

3

Playing Field
480 x 360