Drawing with Variables
A squiral is a combination of a square and a spiral.

You could do draw a squiral in Scratch without using variables, but it would be hard.

If you think about the sprite moving to draw the squiral, you might notice that each time it moves, it moves a little farther.
Drawing a Squirrel!

What to do:

1. Make a variable and give it a name (like “length”).

2. Add the variable to a “move 10 steps” block.

3. Have the sprite put the pen down.

4. To draw the squirral, the sprite will have to walk, turn, then walk a little farther, then repeat that process. So add your move block, a turn block, and a “change variable” block inside a repeat block.