



# Find my Area

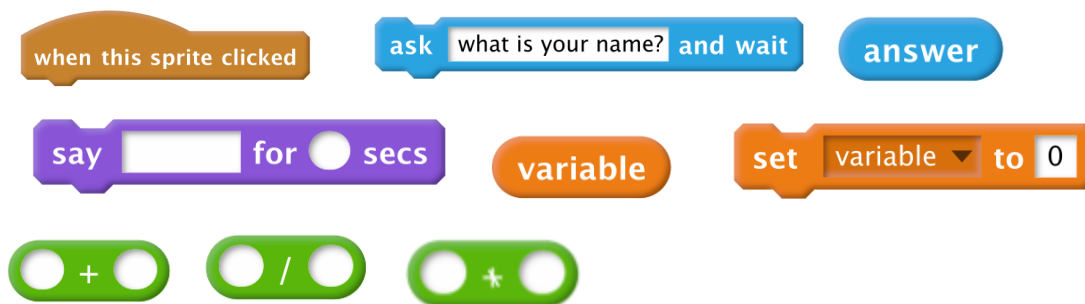
## Project Goal:

Students will create a program that will find the area of different polygons; such as square, rectangle, triangle, rhombus, and trapezoid.

## Standard: [CCSS.MATH.CONTENT.6.G.A.1](#)

Find the area of right triangles, other triangles, special quadrilaterals, and polygons by composing into rectangles or decomposing into triangles and other shapes; apply these techniques in the context of solving real-world and mathematical problems.

## Blocks:



**Student Handout:** [Find my Area Student Guide](#)

**Teacher Guide:** [Step-by-Step Teacher Guide](#)

# #CSandMath





**Solution:**

Square

Code Under the Square Sprite:

```
when this sprite clicked
ask What is the length of the first base? and wait
set Base 1 to answer
ask What is the length of the second base? and wait
set Base 2 to answer
ask What is the height? and wait
set Height to answer
set Area to (Base 1 + Base 2) / 2 * Height
say join The area of the your trapezoid is Area for 4 secs
```

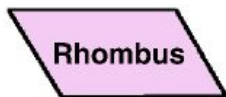
Rectangle

Code Under the Rectangle Sprite:





```
when this sprite clicked
ask What is the length of the base? and wait
set Base to answer
ask What is the height? and wait
set Height to answer
set Area to Base * Height
say join The area of the your rectangle is Area for 4 secs
```



Code Under the Rhombus Sprite:

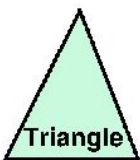
```
when this sprite clicked
ask What is the length of the first diagonal? and wait
set Diagonal 1 to answer
ask What is the length of the second diagonal? and wait
set Diagonal 2 to answer
set Area to Diagonal 1 * Diagonal 2 / 2
say join The area of the your rhombus is Area for 4 secs
```





Code Under the Trapezoid Sprite:

```
when this sprite clicked
ask "What is the length of the first base?" and wait
set Base 1 to answer
ask "What is the length of the second base?" and wait
set Base 2 to answer
ask "What is the height?" and wait
set Height to answer
set Area to (Base 1 + Base 2) / 2 * Height
say "Join The area of the your trapezoid is " Area " for 4 secs"
```

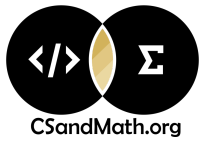


Code Under the Triangle Sprite:





@ashleyanntewes



```
when this sprite clicked
  ask "What is the length of the base?" and wait
  set Base to answer
  ask "What is the height?" and wait
  set Height to answer
  set Area to (Base * Height) / 2
  say "Join The area of the your triangle is Area" for 4 secs
```

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@BoundsofoutMath & @ashleyanntewes