

How to Make a Script

Scripts are recordings of how to construct an object. It records the steps that you take to make your object, in this case, your tessellation. So, at this point, you already know pretty much everything you need to know to make the script on how to create a tessellation. Make note, that **EVERY** step you make (even mistakes) will be recorded in your script so be very careful and take your time in creating your script so that it does not have any mistakes.

1. Open a new sketch page.
2. Choose **New Script** from the **File** Menu.

A new script window appears. Resize and rearrange your sketch and script windows so that they are simultaneously visible on your screen, regardless of which is active.

3. Click on the **REC** (record) button.

The sketch window is automatically activated.

4. Proceed with your construction in the sketch window. [Just like you did in creating the tessellation, except that you only need to tessellate the object five or six times.] Use tools and commands just as you would if you weren't recording a script.

*Sketchpad records your actions in the script window, either as givens or as steps. If you make a mistake, choose **Undo** from the **Edit** menu. Undoing in your sketch while you're recording will erase unwanted steps in the script.*

When the construction is complete, click on the **STOP** button in the script window. ¹

Now your script should be complete. Be sure to save this on the class disk by naming this file as follows: yournametess.gss (for example: johnnytess.gss)

¹ Chanan, Steven. The Geometer's Sketchpad® Learning Guide. California: Key Curriculum Press, 2000.