This will be a very rudimentary drawing of a tree using the polygon tool to draw the truck and limbs and then later to merge them into one larger design.

Start by drawing the tree trunk using the Polygon tool, highlighted in yellow.

Begin at the red X and follow the arrow around and finish the drawing with a double click. Please note: The little black boxes in the image will NOT be on your drawing. I show them here to allow you to see where I clicked the mouse.

To add your first tree limb:

Use the polygon tool to draw your limb. Begin where the limb meets the truck and move along the outside edge.
Merge the Limb with the trunk:
Select both patches by clicking the trunk patch, then press and hold the shift key while you click on the Limb patch. Release the shift key.

Go to the Effect menu (highlighted) and choose Merge. The result will look like the image on the right.

Now we will draw a new limb on the trunk side. Beginning at the trunk and drawing the limb as previously shown.
Before we can merge the second limb to the trunk, you will need an extra point on the trunk to merge the two patches.

Select the Reshape tool and then click on the trunk. You'll notice that the tree trunk already has one point but it is missing the second one.
To insert a new point:

Select the reshape tool and in the reshape options choose "Insert Point". The options are highlighted.

Click once on the tree trunk right next to the limb as shown in the image.

Then choose the white arrow and select both patches as indicated previously.

Then use Effects/Merge. If the patches do not merge the first time, press the snap to point button and the reshape button...with "Move point" selected and move a point until it is touching the corner of the limb.

Finished Tree.