

## Year 3 – Turtle Logo Introduction

In this lesson you will start to learn how to create a program to draw shapes using the language of Turtle Logo

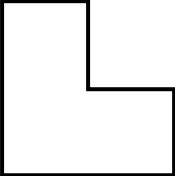
Please watch the following video:

<https://youtu.be/10nJaUg3g6U>

Once you have watched the video please go to the following website:

<https://turtleacademy.com/lessons/1>

PLEASE WRITE YOUR NAME	
<p><b>Task 1:</b> Enter the following code:</p> <p>Forward 100 Right 90 Forward 100 Right 90 Forward 100 Right 90 Forward 100</p>	<p>If successful, you should have programmed the turtle to draw a square on the screen.</p>
<p><b>Task 2:</b> Enter the following code:</p> <p>Clearscreen Left 120 Forward 100 Left 120 Forward 100 Left 120 Forward 100</p>	<p>What shape did the turtle draw?</p> <p>Draw the shape below.</p>
<p><b>Task 3:</b> Enter the following code:</p> <p>Clearscreen Forward 100 Right 90 Forward 200 Right 90 Forward 100 Right 90</p>	<p>What command do we need to finish the shape?</p> <p>Draw the shape below.</p>

<p><b>Task 4:</b> Enter the following code:</p> <pre>Clearscreen Forward 100 Right 45 Forward 100 Right 45 Forward 100 Right 45 Forward 100 Right 45 Forward 100 Right 45 Forward 100 Right 45 Forward 100 Right 45 Forward 100 Right 45</pre>	<p>How many sides does the shape have?</p> <p>Draw the shape below.</p>
<p><b>Task 5:</b> Try to draw the following shape by entering your own commands:</p> 	<p>Write your commands here.</p>

If you finish all 5 tasks, spend some time trying to create your own shapes. Use a piece of paper to write down the code and draw the shape next to it.