

Can I use the button object?

Can I use the Repeat command?

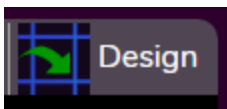
This week's coding challenge is to code a turtle to draw a shape!

Follow the steps below to help you complete the task.

- 1) Open up 'Free code chimp' - Find this in your 2Do's or from the Home page
- Computing, Coding, Free Code Chimp



- 2) Go to design mode (top right corner)



- 3) Click and drag a Button object



- 4) Click and drag a turtle - you may want to double click on the turtle to change its colour.

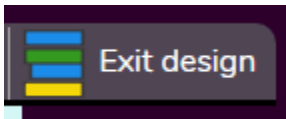


- 5) Click on the background icon and choose a background.

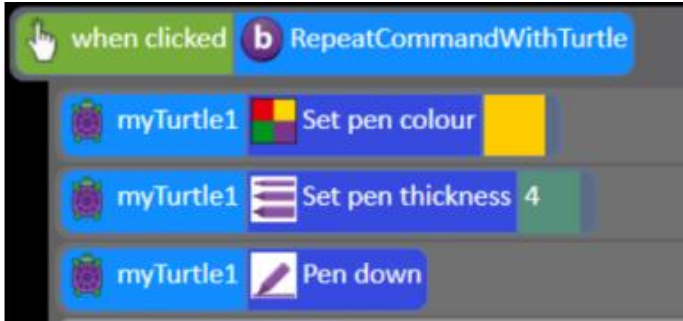


- 6) Click and drag your button and turtle to where you want them to start on the background.

7) Exit design mode, you should now be in Code Mode ready to code.



8) You now need to tell the turtle to get a pen. Follow the algorithms below, you may want to choose a different colour and thickness of pen.



9) Add the Repeat command to make the turtle move while it draws. Talk to your adult about how big the turn (degrees should be). Remember 90 degrees is a quarter turn and 180 degrees is a half turn



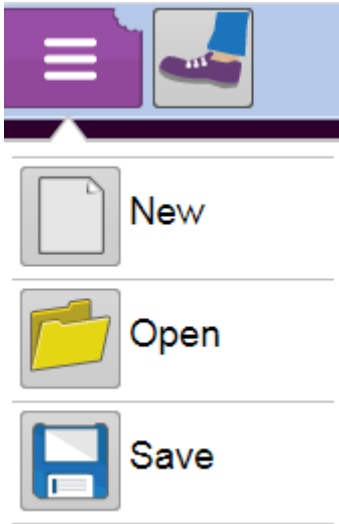
TOP TIP:

Make sure each algorithm is in one block with no gaps between them.

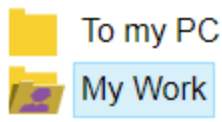


Don't forget to save your work so your teacher can see what you have done!

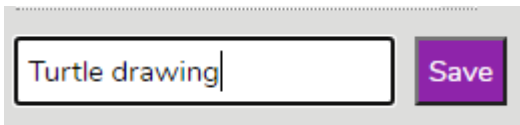
1. Click on the purple tab (top left corner) and Save



2. Make sure you are saving in 'My work' folder. You will need to be logged in for this.



3. Give your work a name - Turtle drawing and click Save



SUPER CHALLENGE:

Can you make your turtle draw a different shape? Explore changing the number of times it repeats an action, the size of the turn and how many steps the turtle takes.

Can you draw a triangle? A star?