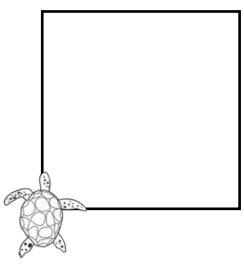
Programming Turtle Logo

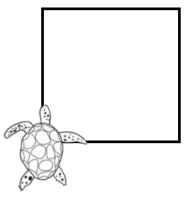
Use the commands that you have learnt to move and turn the turtle. For each shape write down the algorithm you have used.

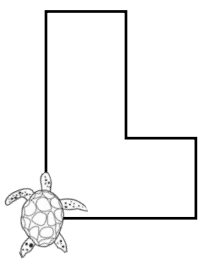
1. A square.

2. A square of a different size.

3. The letter L.

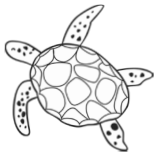






Programming Turtle Logo

Use Turtle Logo to draw each shape and record your algorithms below:



1. A square of side 100.

Algorithm: _____

2. A rectangle of sides 50 and 100.

Algorithm: _____

3. A rectangle of sides 60 and 80.

Algorithm: _____

4. A square of sides 80.

Algorithm: _____

5. A rectangle of sides 40 and 120.

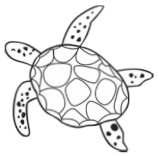
Algorithm: _____

6. A rectangle of sides 30 and 90.

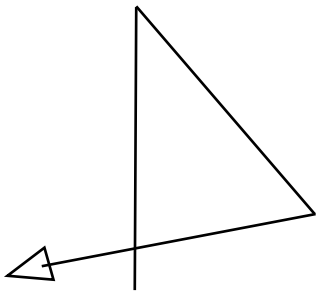
Algorithm: _____

Programming Turtle Logo

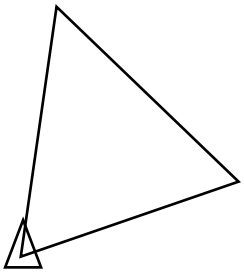
1. Draw several different squares and rectangles. Record one of your algorithms below:



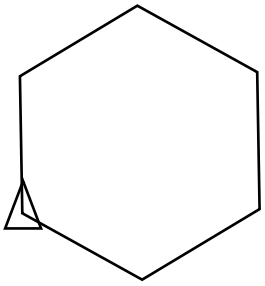
2. Draw a triangle. Don't worry about getting the turtle to get back to the beginning to begin with.



3. Now try different angles to get the turtle back to the start.



4. Think about the angle you need to turn and how many sides there are for this triangle and the square. Draw other regular shapes like a pentagon, hexagon or octagon.



Answers

Note that it is possible to turn first, either right or left, to complete the shape backwards instead of forwards.

No.	Basic Algorithm	Algorithm with repeat
1	fd 100 rt 90 fd 100 rt 90 fd 100 rt 90 fd 100 rt 90	repeat 4 [fd 100 rt 90]
2	fd 50 rt 90 fd 100 rt 90 fd 50 rt 90 fd 100 rt 90.	repeat 2 [fd 100 rt 90 fd 50 rt 90]
3	fd 60 rt 90 fd 80 rt 90 fd 60 rt 90 fd 80 rt 90	repeat 2 [fd 60 rt 90 fd 80 rt 90]
4	fd 80 rt 90 fd 80 rt 90 fd 80 rt 90 fd 80 rt 90	repeat 4 [fd 80 rt 90]
5	fd 40 rt 90 fd 120 rt 90 fd 40 rt 90 fd 120 rt 90.	repeat 2 [fd 40 rt 90 fd 120 rt 90]
6	fd 30 rt 90 fd 90 rt 90 fd 30 rt 90 fd 90 rt 90.	repeat 2 [fd 30 rt 90 df 90 rt 90]