

TURTLE 201 RHOMBUS



TURTLE BLOCKS

TURTLE ART

LOGO

The code blocks are: start, right 45, forward 300, right 45, forward 300, right 135, forward 300, right 45, forward 300. The drawing is a red rhombus with a turtle icon at the bottom-left corner.

- Change the angles to make it different.
- Make a larger or small rhombus.

TURTLE 202 LIGHTNING



TURTLE BLOCKS

TURTLE ART

LOGO

The code blocks are: start, left 90, pen up, forward 400, right 90, forward 300, pen down, right 135, forward 150, left 90, forward 50, right 90, action 1, forward 150, left 90, forward 50, right 90, forward 150, left 90, forward 50, right 90, forward 150, action 1. The drawing is a red lightning bolt with a turtle icon at the bottom-right corner.

- See if you can make the lightning come down at a greater angle.
- Make it more like lightning by changing the angles as it comes down.
- Try to make it have a 3D look, by having two lines come down near each other but with a gap between them.

TURTLE 203 HAMBURGER BOX



TURTLE BLOCKS

TURTLE ART

LOGO

| | | | |
|----------|-----|----------|-----|
| start | | action 1 | |
| left | 90 | forward | 500 |
| forward | 250 | right | 45 |
| back | 500 | forward | 150 |
| left | 135 | right | 90 |
| forward | 150 | forward | 150 |
| right | 90 | back | 150 |
| forward | 150 | right | 45 |
| right | 45 | forward | 710 |
| action 1 | | | |

- Make another box that is higher for a Big Mac.
- Can you create a lid on the box?

TURTLE 204 HOUSE



TURTLE BLOCKS

TURTLE ART

LOGO

| | | | |
|----------|-----|----------|-----|
| start | | action 1 | |
| forward | 200 | forward | 280 |
| right | 45 | left | 135 |
| forward | 140 | forward | 200 |
| right | 90 | left | 135 |
| forward | 140 | forward | 280 |
| right | 135 | left | 135 |
| forward | 200 | forward | 200 |
| left | 135 | | |
| action 1 | | | |

- This doesn't line up real well. See if you can improve it.
- Try creating this design a different way. Maybe pen UP and DOWN could be used well with this design.

TURTLE 205 TRIANGLE



TURTLE BLOCKS

TURTLE ART

LOGO

The code blocks are:

- start
- right 45
- forward 200
- right 90
- forward 200
- right 135
- forward 280

The drawing shows a red triangle with a turtle icon at the bottom-left vertex.

- Make different types of triangles. Look in a maths book or on the internet for different types of triangles.
- Create patterns of triangles.

TURTLE 206 SAUCEPAN OR POT



TURTLE BLOCKS

TURTLE ART

LOGO

The code blocks are:

- start
- left 45
- forward 150
- left 90
- forward 30
- left 90
- forward 180
- right 45
- forward 50
- action 1
- action 1
- left 90
- forward 200
- left 90
- forward 200
- left 90
- forward 200
- left 90
- forward 110

The drawing shows a red saucepan with a turtle icon at the handle.

- Make a bigger pot. Make it longer or shorter.
- Design a more interesting handle for your pot.
- Can you create a lid for the pot?

TURTLE 207 DIAMOND PATTERN



TURTLE BLOCKS

TURTLE ART

LOGO

| | | | |
|----------|-----|----------|-----|
| start | | action 1 | |
| right | 45 | right | 90 |
| forward | 300 | forward | 150 |
| right | 90 | right | 90 |
| forward | 300 | forward | 300 |
| right | 90 | back | 150 |
| forward | 300 | right | 90 |
| right | 90 | forward | 150 |
| forward | 300 | back | 300 |
| action 1 | | | |

- See if you can put a square around this to make it look like a window. Use pen UP and DOWN so there are no lines joining the Diamond to the frame on the outside.

TURTLE 208 SUN



TURTLE BLOCKS

TURTLE ART

LOGO

| | | | |
|----------|-----|----------|-----|
| start | | action 1 | |
| forward | 120 | forward | 120 |
| back | 100 | back | 100 |
| right | 45 | right | 45 |
| forward | 120 | forward | 120 |
| back | 100 | back | 100 |
| right | 45 | right | 45 |
| forward | 120 | forward | 120 |
| back | 100 | back | 100 |
| right | 45 | right | 45 |
| forward | 120 | forward | 120 |
| back | 100 | back | 100 |
| right | 45 | back | 100 |
| action 1 | | | |

- Create different ones with a larger centre and longer lines.
- Can you make the lines go out and back again in a triangular shape?

TURTLE 209 KITE



TURTLE BLOCKS
TURTLE ART
LOGO

| | | |
|---|--|--|
| <p>start</p> <ul style="list-style-type: none"> right 45 forward 300 right 90 forward 300 right 90 forward 300 right 90 forward 300 <p>action 1</p> | <p>action 1</p> <ul style="list-style-type: none"> right 135 forward 420 back 210 left 90 forward 210 back 420 | |
|---|--|--|

- See if you can make a bigger kite.
- Change the shape of the kite so the bottom triangle section is longer and has a sharper point.
- Can you add a tail to the kite?

TURTLE 210 OLD TELEPHONE



TURTLE BLOCKS
TURTLE ART
LOGO

| | | |
|--|--|--|
| <p>start</p> <ul style="list-style-type: none"> left 90 forward 250 back 500 left 90 forward 100 right 90 forward 100 right 90 forward 100 right 90 forward 50 left 90 forward 300 left 90 forward 50 <p>action 1</p> | <p>action 1</p> <ul style="list-style-type: none"> right 90 forward 100 right 90 forward 100 back 100 right 90 forward 50 right 135 forward 250 left 135 forward 750 left 135 forward 250 | |
|--|--|--|

- See if you can create some small squares on the front of the phone making it look more like a real phone.
- Can you create a cord on the phone?

TURTLE 211 LETTER W



TURTLE BLOCKS

TURTLE ART

LOGO

- See if you can make a hat on top of the W.
- Imagine these are a persons legs. Can you draw a body, arms and a head for this person?

TURTLE 212 ? MARK



TURTLE BLOCKS

TURTLE ART

LOGO

- Create a question mark that is larger.
- Try to make an exclamation mark.
- Can you make the question mark with a rounded top?

TURTLE 213 LETTER M



TURTLE BLOCKS

TURTLE ART

LOGO

The code blocks are:

- start
- forward 200
- right 135
- forward 150
- left 90
- forward 150
- right 135
- forward 200

The diagram shows a red outline of the letter 'M' on a light yellow background. A small red turtle icon is positioned at the bottom right corner of the letter's right vertical stroke.

- See if you can write MUM.
- Create it sideways and put a round section on the open side making it look like a pac man.

TURTLE 214 ENVELOPE



TURTLE BLOCKS

TURTLE ART

LOGO

The code blocks are:

- start
- left 90
- forward 250
- left 90
- forward 300
- left 90
- forward 500
- left 90
- forward 300
- action 1
- left 90
- forward 250
- back 250
- left 45
- forward 200
- right 45
- forward 210
- right 45
- forward 200

The diagram shows a red outline of an envelope on a light yellow background. A small red turtle icon is positioned at the top left corner of the envelope's top edge.

- Can you design a stamp to go on your envelope?
See if you can design a stamp using rounded sections, pen UP and DOWN commands.

TURTLE 215 OCTOGON



TURTLE BLOCKS

TURTLE ART

LOGO

The code blocks for drawing an octagon are as follows:

| Block | Value |
|----------|-------|
| start | |
| forward | 180 |
| right | 45 |
| forward | 180 |
| right | 45 |
| forward | 180 |
| right | 45 |
| forward | 180 |
| right | 45 |
| forward | 180 |
| right | 45 |
| action 1 | |

The resulting drawing is a red octagon with a small turtle icon at the bottom-left vertex.

- Create a stop sign by adding the word STOP and a pole to it.
- Create two small octagons and put a circle around them, making a face.
- See if you can make a closed shape with more than 8 sides.

TURTLE 216 CROWN



TURTLE BLOCKS

TURTLE ART

LOGO

The code blocks for drawing a crown are as follows:

| Block | Value |
|----------|-------|
| start | |
| right | 45 |
| forward | 50 |
| right | 90 |
| forward | 50 |
| left | 90 |
| forward | 50 |
| right | 90 |
| forward | 50 |
| left | 90 |
| forward | 50 |
| right | 90 |
| forward | 50 |
| action 1 | |
| action 1 | |
| left | 90 |
| forward | 50 |
| right | 90 |
| forward | 50 |
| left | 90 |
| forward | 50 |
| right | 45 |
| forward | 100 |
| right | 90 |
| forward | 280 |
| right | 90 |
| forward | 100 |

The resulting drawing is a red crown shape with a small turtle icon at the bottom-left vertex.

- Can you draw a head under the crown.
- Make a bigger crown and put some shapes in it like diamonds.

TURTLE 217 LETTER Z



TURTLE BLOCKS

TURTLE ART

LOGO

The code blocks for drawing a Z shape are:

- start
- right 45
- forward 200
- left 135
- forward 150
- pen up
- set xy 0 0
- pen down
- right 180
- forward 150

The red Z shape is drawn on a yellow background, starting from the origin (0,0) and ending at (150, 150).

- What else can you turn this Z into?

TURTLE 218 ZIG ZAG



TURTLE BLOCKS

TURTLE ART

LOGO

The code blocks for drawing a zigzag shape are:

- start
- right 45
- forward 150
- right 90
- forward 150
- left 90
- forward 150
- right 90
- forward 150
- left 90
- forward 150
- right 90
- forward 150
- left 90
- forward 150
- pen up
- set xy 0 0
- pen down
- right 90
- forward 150
- action 1

The red zigzag shape is drawn on a yellow background, starting from the origin (0,0) and ending at (150, 150).

- Make another Zig Zag that has sharper angles.
- Make another Zig Zag that has blunt angles.
- What else can you make?

TURTLE 219 LETTER K



TURTLE BLOCKS

TURTLE ART

LOGO

start
forward 250
back 120
right 45
forward 180
back 180
right 90
forward 180

- What other ways can you create the letter K?

TURTLE 220 SPRING



TURTLE BLOCKS

TURTLE ART

LOGO

start
right 45
forward 100
right 90
forward 100
left 90
forward 100
right 90
forward 100
left 90
forward 100
right 90
forward 100
left 90
forward 100
action 1
left 90
forward 100
back 50
left 90
back 50
forward 100
left 90
forward 100
right 90
forward 100
action 2
right 90
forward 100
left 90
forward 100
right 90
forward 100

- See if you can make this go vertical (up) instead of across.
- Make the springs bigger or flatter.
- See if you can make a more realistic spring using rounded curves.

TURTLE 221 TRIANGLE



TURTLE BLOCKS

TURTLE ART

LOGO

The code blocks are: start, forward 300, right 135, forward 430, right 135, forward 300. The drawing shows a right-angled triangle with a red turtle icon at the bottom-left vertex.

- This is a right angled triangle. Can you make an equilateral triangle (all sides the same length).
- See if you can make an isosceles triangle (two sides = length).
- A scalene triangle might be a challenge.

TURTLE 222 STAR



TURTLE BLOCKS

TURTLE ART

LOGO

The code blocks are: start, left 135, forward 240, left 135, forward 240, left 135, forward 240, left 135, forward 240, left 135, forward 240, action 1, action 1, left 135, forward 240, left 135, forward 240, left 135, forward 240, left 135, forward 240, left 135, forward 240. The drawing shows a six-pointed star with a red turtle icon at the top vertex.

- Make the points on the star sharper (more pointed).
- Create a star with a different number of points.

TURTLE 223 DIAMOND



TURTLE BLOCKS

TURTLE ART

LOGO

The code blocks are: start, right 45, forward 200, right 90, forward 200, right 90, forward 200, right 90, forward 200. To the right, a red diamond shape is drawn with a turtle icon at the top vertex.

- See if you can make a bigger diamond?
- See what happens if you keep running this program from where the turtle stops.

TURTLE 224 TENT



TURTLE BLOCKS

TURTLE ART

LOGO

The code blocks are: start, pen up, back 320, left 90, forward 300, right 135, pen down, forward 600, right 90, forward 600, action 1. The action 1 block contains: right 135, forward 850, back 420, right 90, forward 420. To the right, a red tent shape is drawn with a turtle icon at the top vertex.

- Can you make a zipper (fly) on the tent.
- Maybe you could add some poles and turn it into a garage.

TURTLE 225 BOOMERANG



TURTLE BLOCKS

TURTLE ART

LOGO

The code for the boomerang is as follows:

```

start
left 45
forward 250
x 0
set xy
y 0
seth 0
right 45
back 250
right 45
forward 60
left 45
action 1

action 1
forward 250
left 90
forward 250
left 45
forward 60
    
```

The drawing shows a red boomerang shape starting from a turtle icon at the top left. It moves forward 250 units, turns right 45 degrees, moves back 250 units, turns right 45 degrees, moves forward 60 units, and turns left 45 degrees. The 'action 1' block then moves forward 250 units, turns left 90 degrees, moves forward 250 units, turns left 45 degrees, and moves forward 60 units.

- Make some more of these to the right of the first one so it looks like the stripes on a police uniform.
- Draw another boomerang using different angles.

TURTLE 226 PICKET FENCE



TURTLE BLOCKS

TURTLE ART

LOGO

The code for the picket fence is as follows:

```

start
forward 200
right 45
forward 50
right 90
forward 50
right 45
forward 200
back 200
left 135
forward 50
right 90
forward 50
action 1

action 1
right 45
forward 200
back 200
left 135
forward 50
right 90
forward 200
back 200
left 135
forward 50
action 2

action 2
right 90
forward 50
right 45
forward 200
back 200
left 135
    
```

The drawing shows a red picket fence with a turtle icon at the end of the last section. Each section consists of a forward 200 unit move, a right 45 degree turn, a forward 50 unit move, a right 90 degree turn, a forward 50 unit move, a right 45 degree turn, a forward 200 unit move, a back 200 unit move, a left 135 degree turn, a forward 50 unit move, a right 90 degree turn, and a forward 50 unit move.

- Make the fence taller. Add more sections to the fence.
- Draw a gate swinging from the fence.

TURTLE 227 RHOMBUS



TURTLE BLOCKS

TURTLE ART

LOGO

- Make another rhombus with different size angles.
Note: All four sides must be of equal length and opposite angles need to be the same too.

TURTLE 228 FACE



TURTLE BLOCKS

TURTLE ART

LOGO

- See if you can add some hair to the head.
- Create other faces with different features. Perhaps you could have round, triangular or oblong heads; eyes could be round, square, slanted, etc.

TURTLE 229 GARBAGE BIN



TURTLE BLOCKS

TURTLE ART

LOGO

The code for the garbage bin is as follows:

```

start
left 10
forward 500
back 500
right 100
forward 300
left 80
forward 500
back 500
left 100
forward 150
right 90
forward 500
back 500
action 1

action 1
left 90
forward 75
right 85
forward 500
back 500
right 95
forward 150
left 85
forward 500
back 500
    
```

The drawing shows a red outline of a trapezoidal bin with a small turtle icon at the bottom center.

- Design a different type of garbage bin.

TURTLE 230 O X O = GAME



TURTLE BLOCKS

TURTLE ART

LOGO

The code for the tic-tac-toe board is as follows:

```

start
forward 300
back 600
right 90
pen up
forward 200
pen down
left 90
forward 600
back 200
action 1

action 1
right 90
forward 200
back 600
right 90
pen up
forward 200
pen down
left 90
forward 600
back 200
pen up
set xy 0 0
seth 0
pen down

action Circle
left 90
pen up
forward 50
pen down
right 90
angle 360
radius 50

action Cross
left 45
forward 50
back 100
forward 50
right 90
forward 50
back 100
forward 50
left 45
    
```

The drawing shows a 3x3 tic-tac-toe grid with a red 'X' in the top-left, top-middle, and bottom-middle cells, and red 'O's in the top-right and middle-middle cells. A small turtle icon is at the bottom-right of the grid.

- This is just one very simple way to make a noughts and crosses game (tic-tac-toe). See if you can design a better method to make and play the game.
- Can you make another type of game?

TURTLE 200 MY DESIGN



TURTLE BLOCKS

TURTLE ART

LOGO

TURTLE 200 MY DESIGN



TURTLE BLOCKS

TURTLE ART

LOGO