Import turtle, random

#Set up turtle:

Turtle.colormode()

W=600

H= 600

Turtle.panel(w,h)

Turtle.background()

#Create variables for each turtle

LargeSquare= turtle.Turtle()

SmallSquare=turtle.Turtle()

LargeCircle=turtle.Turtle()

SmallCircle=turtle.Turtle()

Afterwards set coordinates to draw each square at random locations:

LargeSquare.goto(random.randint(x=300,400)(y=0,300)))

SmallSquare.goto(random.randint(x=300,400)(y=0,300)))

LargeCircle .goto(random.randint(x=300,400)(y=0,300)))

SmallCircle .goto(random.randint(x=300,400)(y=0,300)))

Then have a for loop create the sides for each square:

For i in range(4):

LargeSquare.down()

LargeSquare.forward(150)

LargeSquare.left(90)

For i in range (4):

SmallSquare.down()

SmallSquare.forward(50)

SmallSquare.left(90)

#then make the circles

LargeCircle.down()

LargeCircle.Circle(150)

SmallCircle.Down()

SmallCircle.Circle(50)

Turtle.done()