**Outline**

Develop a better understanding of procedural sequencing by solving shape drawing challenges using the turtle environment.

**Objectives**

* Use correct terminology to describe programming concepts;
* Describe the types of data that computers can process and store (e.g., numbers, text);
* Explain the difference between constants and variables used in programming;
* Use variables, expressions, and assignment statements to store and manipulate numbers and text in a program

**Materials**

* Python Turtle Development Environment at: https://repl.it/
* PythonWorksheetII form the GitHub Repository
* Web links identified in the questions below

**Level 1: Drawing Basic Shapes With Python Turtle**

1. Open the document PythonWorksheetII from the class GItHub repository.   
   Read over “Part III” at the end of the PythonWorksheetII document.
2. Create an new Repl by selecting the “Python with Turtle” language / environment.
3. Begin all of your turtle programs with the following code to create a “pen”:

import turtle

myPen = turtle.Turtle()

1. Create a program to draw a red circle.
   1. Provide a listing of your program code below:

import turtle

myPen = turtle.Turtle(50)

myPen.color("red")

myPen.circle(60)

1. Create a program to draw any three of the shapes described in “Part III” of   
   the PythonWorksheetII document.
   1. Provide a listing of your program code below:

Square

import turtle

myPen = turtle.Turtle(50)

myPen.color("red")

myPen.forward(60)

myPen.left(90)

myPen.forward(60)

myPen.left(90)

myPen.forward(60)

myPen.left(90)

myPen.forward(60)

Cross

import turtle

myPen = turtle.Turtle()

myPen.color("red")

myPen.forward(180)

myPen.left(90)

myPen.forward(180)

myPen.left(90)

myPen.forward(180)

myPen.right(90)

myPen.forward(180)

myPen.left(90)

myPen.forward(180)

myPen.left(90)

myPen.forward(180)

myPen.right(90)

myPen.forward(180)

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myPen.forward(180)

myPen.left(90)

myPen.forward(180)

myPen.right(90)

myPen.forward(180)

myPen.left(90)

myPen.forward(180)

myPen.left(90)

myPen.forward(180)

The X

import turtle

myPen = turtle.Turtle(50)

myPen.color("red")

myPen.forward(1)

myPen.right(45)

myPen.forward(200)

myPen.left(180)

myPen.forward(200)

myPen.forward(200)

myPen.left(180)

myPen.forward(200)

myPen.left(100)

myPen.forward(200)

myPen.left(180)

myPen.forward(200)

myPen.forward(200)

**Level 2: Using a Loop**

1. Google the keywords “Python Turtle Methods”.
   1. Explain how the “goto” method works and how you could use it when drawing repeated shapes.

It takes integers and repeats them. This is use full is you want to repeat a name or a shape.

* 1. List some other useful methods not listed in “Part III” at the end of the PythonWorksheetII document.

Python chr() returns a character from a (a string) or integer

1. Create a repeating pattern on your screen. The pattern must meet the following requirements:
   1. The basic pattern must be made up of several individual Turtle methods (e.g. changes of colour, changes of direction, size, motion, etc.)
   2. The basic pattern must be repeated several times with a shift in starting position each time.
2. import turtle
3. myPen = turtle.Turtle(50)
4. myPen.color("red","green","blue")
5. myPen.circle(50)
6. myPen.right(10)
7. myPen.color("blue")
8. myPen.right(10)
9. myPen.circle(50)
10. myPen.color("green")
11. myPen.right(10)
12. myPen.circle(50)
13. myPen.right(10)
14. myPen.color("red")
15. myPen.circle(50)
16. Use a Python Loop to create your repeating pattern
    1. The Loop may be a Counted Loop or a Conditional Loop
    2. The indented block of code for the loop should be your basic pattern.

import turtle

myPen = turtle.Turtle()

myPen.color("red")

def Drawcircle(sideSize=100):

for pattern in "1234":

myPen.circle(100)

myPen.right(90)

Drawcircle()

1. Provide a listing of your repeating pattern loop below.

**Level 3: Defining a Function**

1. Google the keywords “Python Function Syntax”.
   1. Explain what the “def” keyword does

The word def marks function of headers. Name the function uniquely and when you type def and the name of the function it will draw it out. Credits to https://www.programiz.com/python-programming/function.

* 1. Explain any special rules regarding the function name

You can make it draw whatever you want.

* 1. Explain what the parameters (or arguments) do

In user defined topic, we learned about defining a function and calling it. Otherwise, the function call will result into an error. Credit <https://www.programiz.com/python-programming/function-argument> .

* 1. Where should the colon “:” be placed
  2. Explain how to write Python statements that make up the function body

First you import turtle then you give the turtle a name then put your turtles name then a colon and I you want it to go left right or forward then you put parenthesize and what degree you want it to go

import turtle

myPen = turtle.Turtle()

myPen.color("blue")

def Drawcircle(sideSize=100):

for pattern in "1234":

myPen.circle(100)

myPen.right(90)

Drawcircle(100)

* 1. Explain the “return” statement  
     The return function is to exit a function you are using and return to the place where is was called.

1. Provide an example of a simple function that uses one or more parameters.
   1. Write the function definition below

Making a variable defined as a number

* 1. Write some code to call the function below

1. Convert your basic pattern (from Level 2 above) into a function
2. The function name should be “my\_pattern”
3. The parameters should be the x and y starting position for your pattern
4. Your function does not need to use the “return” statement
5. Use a your basic pattern function and a Python Loop to create your repeating pattern
   1. The Loop may be a Counted Loop or a Conditional Loop
   2. Your function should be called from within the loop.
6. Provide a listing of your function definition and repeating pattern loop below.