**Level 1**

1. Done
2. Done
3. Done
4. Turtle
   1. import turtle
   2. pen=turtle.Turtle()
   3. pen.color(“red”)
   4. pen.circle(20)
5. Shape
   1. import turtle
   2. pen = turtle.Turtle()
   3. pen.speed (0)
   4. while True:
      1. pen.forward (100)
      2. pen.right(90)

**Level 2**

1. Done
2. Turtle
   1. import turtle
   2. pen = turtle.Turtle()
   3. pen.speed (0)
   4. while True: pen.up()
   5. pen.forward(20)
   6. pen.down()
   7. pen.circle(20)
3. Repeat
   1. import turtle
   2. pen = turtle.Turtle()
   3. pen.speed (0)
   4. for repeat in "2913123213213213213":
   5. pen.forward (100)
   6. pen.right(90)
4. Same answer for question 2

**Level 3**

* 1. The start of a header
  2. Similar rules of regular python that the name must have a name that is easy to sort and decipher.
  3. Allow us as programmers to add value to functions
  4. End of the function
  5. To return a value from the function
  6. “”Sentences”” (Sentences)
  7. Import turtle()
  8. pen=turtle.Turtle
  9. def my\_pattern (x,y)
  10. pen.color (“green”)
  11. pen.forward (30)
  12. pen.right (90)
  13. pen.forward (30)
  14. my\_pattern (30,20)
  15. Import turtle()
  16. pen=turtle.Turtle
  17. def my\_pattern (x,y)
  18. while True:
      1. pen.color (“green”)
      2. pen.forward (30)
      3. pen.right (90)
      4. pen.forward (30)
  19. my\_pattern (30,20)