

Home-Based Learning Lesson Guide

Class	Year 2s
Subject	Year 2 CEP
Duration:	120 mins according to timetable
Lesson:	11 – Python Turtle Graphics 2

Overview of Lesson

This is the second lesson of Turtle library. This lesson will allow you to learn how to incorporate conditional statements, iterations together with the basic functions of Turtle library to create a simple game.

Required Lesson Materials

Video Resources

Video 1. Coding Randomly Generated Colour Bubbles in Python (5 mins)

<https://www.youtube.com/watch?v=5zpQXlaIA5s>

Video 2. Turtle Graphics – Shifting Colours and Shapes (10 mins)

<https://www.youtube.com/watch?v=Grc1-j4EvTk>

Article Resources

Article 1. The Beginner's Guide to Python Turtle

<https://realpython.com/beginners-guide-python-turtle/>

Assignments

Programming Assignment 9 – Turtle Graphics 2

<https://ri.coursemology.org/courses/1833/assessments/36664>

Instructions

[15 mins] Watch Video

Video 1: Coding Randomly Generated Colour Bubbles in Python (5 mins)

Video 2: Turtle Graphics – Shifting Colours and Shapes (10 mins)

[30 mins] Practice using Training (coursemology)

After watching the videos, you are to apply the concepts and complete the training in ri.coursemology.org. The training will task you to write a function to create polygons, use iteration to create spirals. The third training allows you to combine both concepts to create a polygon flower. Take note that the assignments are manually graded and you can leave a comment under each question if you have any queries. These comments will only be viewed by the teachers.

[10 mins] Read Article 1

You are to read Article 1 and better understand the incorporation of iterations and Turtles.

[20 mins] Practice using Programming Assignment (coursemology)

After reading the article, you should have a better understanding on creating a simple game using Turtle. Your assignment is to create a simple game using Turtle library.

Follow-Up Action

[10 mins] Learning from each other

Contribute to community or Browse through the Forum page – “Learning from each other”

<https://ri.coursemology.org/courses/1878/forums/learning-from-each-other>

You can contribute by sharing on:

1. Two things you have learnt.
2. Contribute by recommending your friends to other online resources (games, notes, videos or interesting articles) that you found online that is related to the lesson.

Additional Remarks

If you have any queries, please approach your Computer Studies teacher, Mr Eugene Lim eugene.lim@ri.edu.sg or Mrs Lorraine Neo lorraine.wang@ri.edu.sg