

Home-Based Learning Lesson Guide

Class	Year 2s
Subject	Year 2 CEP
Duration:	120 mins according to timetable
Lesson:	10 – Python Turtle Graphics

Overview of Lesson

The turtle library is a module that allow the user control a turtle that you could move around the screen with just a few commands. In this lesson you will be able to :

- understand what the Python turtle library is
- learn how to set turtle up on your computer
- program with the Python turtle library

Required Lesson Materials

Video Resources

Video 1. Python Turtle Graphics #1 – Introduction (8 mins)

<https://www.youtube.com/watch?v=p7CiFhiTdvY>

Video 2. Python Turtle Graphics #2 – Shapes and Fills (7 mins)

<https://www.youtube.com/watch?v=KmziL1djFkQ>

Article Resources

Article 1. Python Turtles Examples

<https://michael0x2a.com/blog/turtle-examples>

Assignments

Programming Assignment 8 – Turtle Graphics

<https://ri.coursemology.org/courses/1833/assessments/36659>

Instructions

[5 mins] Setting up your home device

Installing of Python into your computer. Choose the latest version to download for your operating system.

<https://www.python.org/downloads/>

[15 mins] Watch Video

Video 1: Python Turtle Graphics #1 – Introduction (8 mins)

Video 2: Python Turtle Graphics #2 – Shapes and Fills (7 mins)

[20 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 replicate Libya and Ukraine Flags. 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.

[30 mins] Practice using Programming Assignment (coursemology)

After reading the article, you should have a better understanding on creating images using Turtle library. Your task is to replicate 1 image and create 2 new images using Turtle library. You have to be detailed in your “drawing” to get more experience points in coursemology.

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