**Level 0**

import turtle

myPen=turtle.Turtle()

myPen.color("red")

myPen.circle(60)

**Level 1**

import turtle

myPen=turtle.Turtle()

myPen.color("blue")

myPen.circle(50)

myPen.color("red")

myPen.forward(50)

myPen.left(90)

myPen.forward(100)

myPen.left(90)

myPen.forward(100)

myPen.left(90)

myPen.forward(100)

myPen.left(90)

myPen.forward(50)

**Level 2**

import turtle

myPen=turtle.Turtle()

myPen.begin\_fill()

for i in range(3):

myPen.fd(60)

myPen.rt(90)

myPen.end\_fill()

for i in range(4):

myPen.fd(120)

myPen.rt(90)

myPen.fd(60)

myPen.rt(90)

myPen.fd(120)

myPen.lt(90)

myPen.fd(60)

myPen.lt(90)

myPen.fd(60)

myPen.lt(90)

myPen.fd(120)

**Level 3**

import turtle

myPen = turtle.Turtle()

myPen.speed(0)

myPen.color("red")

for i in range (36):

myPen.circle(60)

myPen.rt(70)

myPen.circle(30,60)

**Level 4**

import turtle

myPen = turtle.Turtle()

myPen.speed(9)

myPen.shape("arrow")

myPen.color("red")

myPen.delay(1) #Set the speed of the turtle

for i in range(0,11):

yFrom=10-i

xTo=i

myPen.penup()

myPen.goto(0,20\*yFrom)

myPen.pendown()

myPen.goto(20\*xTo,0)

for i in range(0,11):

yFrom=10-i

xTo=i

myPen.penup()

myPen.goto(0,-20\*yFrom)

myPen.pendown()

myPen.goto(20\*xTo,0)

for i in range(0,11):

yFrom=10-i

xTo=i

myPen.penup()

myPen.goto(-0,-20\*yFrom)

myPen.pendown()

myPen.goto(-20\*xTo,-0)

for i in range(0,11):

yFrom=10-i

xTo=i

myPen.penup()

myPen.goto(-0,20\*yFrom)

myPen.pendown()

myPen.goto(-20\*xTo,-0)