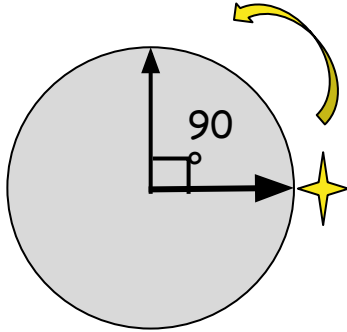




Turn

`left(90)`



Turtle:

`left(angle)`

`right(angle)`



How do you move the turtle up?



Challenges

- Move to one side of the screen
- Spin all the way around
- Move to opposite side of the screen

- (Optional)
 - Move along a triangle or a star shape

`forward(steps)`

`backward(steps)`

`left(angle)`

`right(angle)`

