Objective:

What: Summary of Turtle Program
How: Using Turtle Library

Standards:

7-8.CT.6 Design, compare and refine algorithms for a specific task or within a program.

Vocabulary:
1. Debug
2. Size
3. Syntax

Agenda
1. Welcome/Refresher 3 mins
2. Test 40 mins

Drawing a Circle
Firstly, we are going to draw a simple shape (a circle) using the turtle module.
● Import the turtle module. import turtle
● Make a turtle and load it into a variable. tina = turtle.Turtle() We have named the turtle Tina, however, you can give the turtle any name you want.
● Set the color that the turtle will use to draw the shape. tina.color('blue')
● Set the style of the turtle with a function called shape. tina.shape('turtle')
● Set the turtle's speed, choosing a number between 1 and 100 (100 is the fastest). tina.speed(10)
● Set the thickness of the line your turtle will draw. tina.pensize(4)
● Now, tell your turtle to draw a circle. tina.circle(60) # draws circle with radius of 60 pixels
    Tasks:
    1. Run the code above.
    2. Fill the inside of the circle with a color (same color as the outline).
    tina.fillcolor('blue') tina.begin_fill() tina.circle(60) tina.end_fill()
    3. Fill the inside of the circle with a different color (different color as the outline).