

Objective:

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What: Draw a Circle

How: Using Turtle Library

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Standards:

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

Vocabulary:

1. Diameter
2. Radius
3. Syntax

Agenda

1. Welcome/Refresher 3 mins
2. Do Now 7 mins
3. I DO 10 mins
4. We Do

Do Now 7-mins:

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1. What images can be created using a circle?

I DO 10 mins

Play the video below to display to students real world code application of coding.

[Draw a Circle](#)

We DO 10 mins

Using the imports from the turtle Library draw a circle.

You DO 5 mins

Reflecting on useful libraries can be for coding.

1. What are other shapes you would like to do with the turtle?