Adopting a Turtle

- Our class is going to adopt a pet Turtle today (variety: Codeland)

  - This Turtle is special:

    - It drags a pen to show its path

    - It knows basic commands like: forward, turn right, and turn left

   - We can teach it more complicated commands like: draw a square, draw the letter T

Where is our Turtle going to live?

Demo

- These slides are a summary of this video:
  - https://youtu.be/AxRCoRMpPy4
    - Note: The video refers to "PSA 0" which is now the Module 1 Read and Try

- Follow along on your computer
  - It's important for you to pay attention, try typing the commands yourself, and explore how the commands work
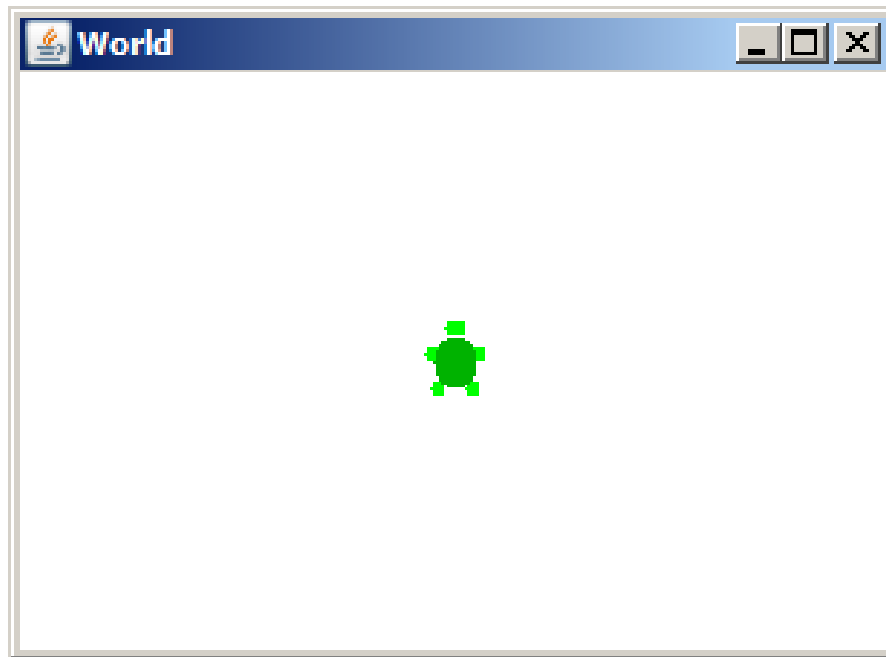
Let's Make a World for Our Turtle

```
World pangea = new World(300, 200);
```
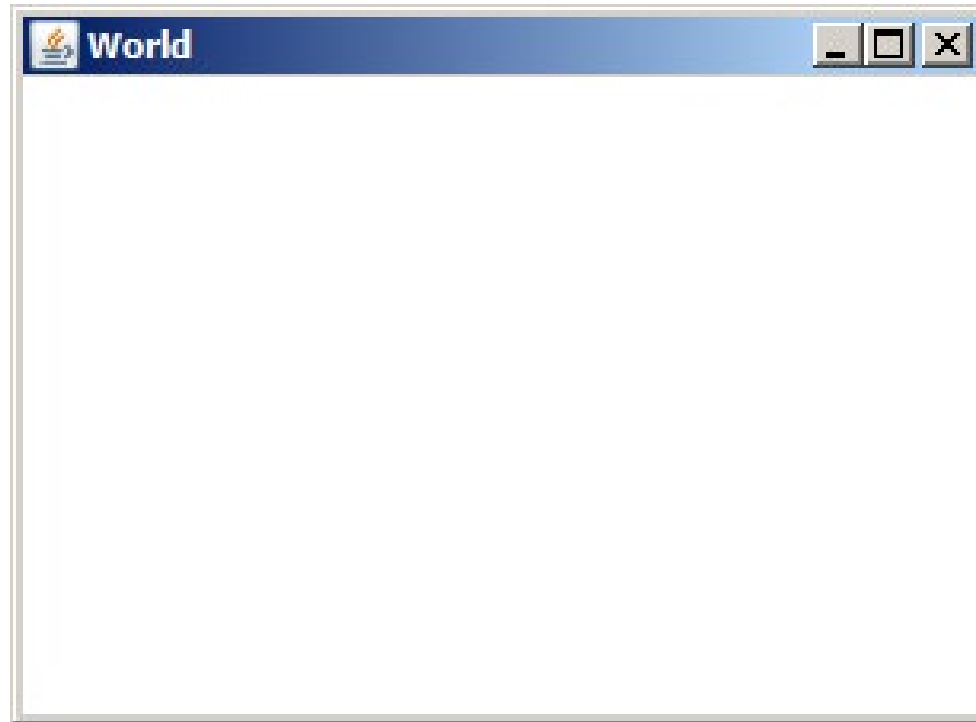
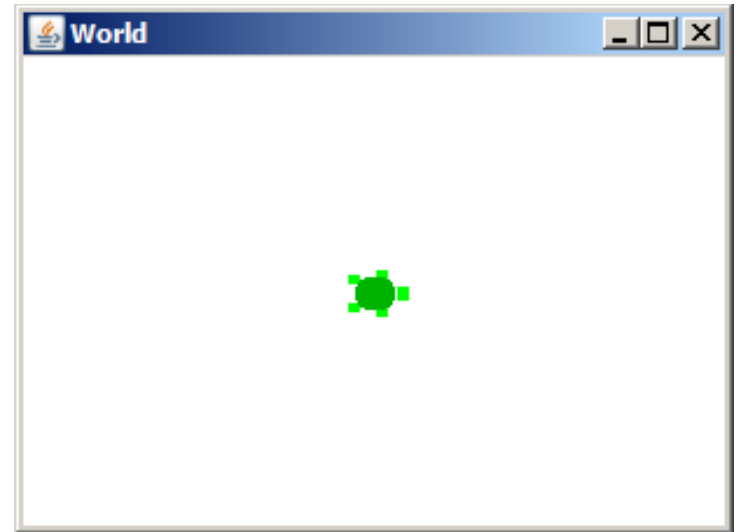# Time To Adopt Our Turtle

- What should we name our new pet?
  - ➢ The notes in the slides will call her maria

```
Turtle maria = new Turtle(pangea);
```
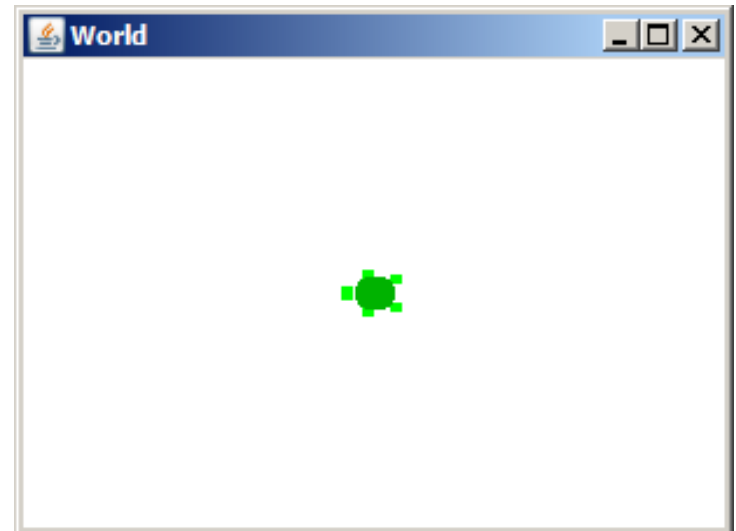
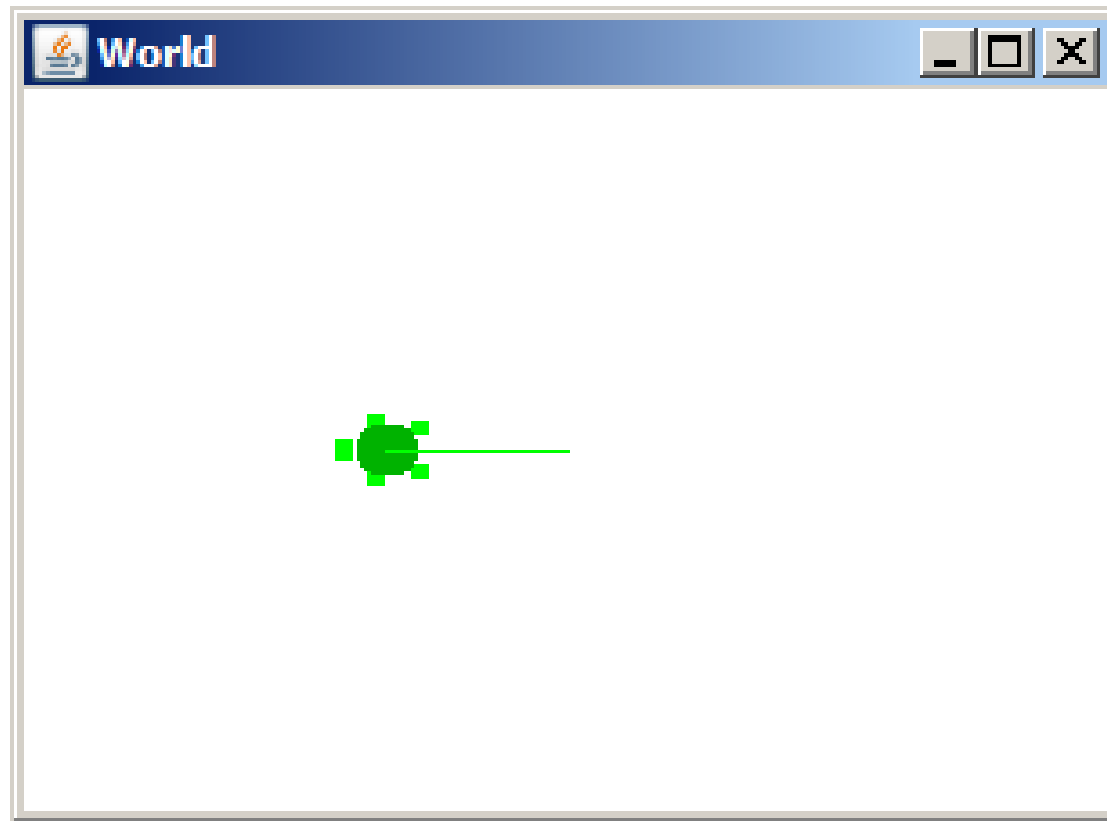# Let's Try Some Simple Commands

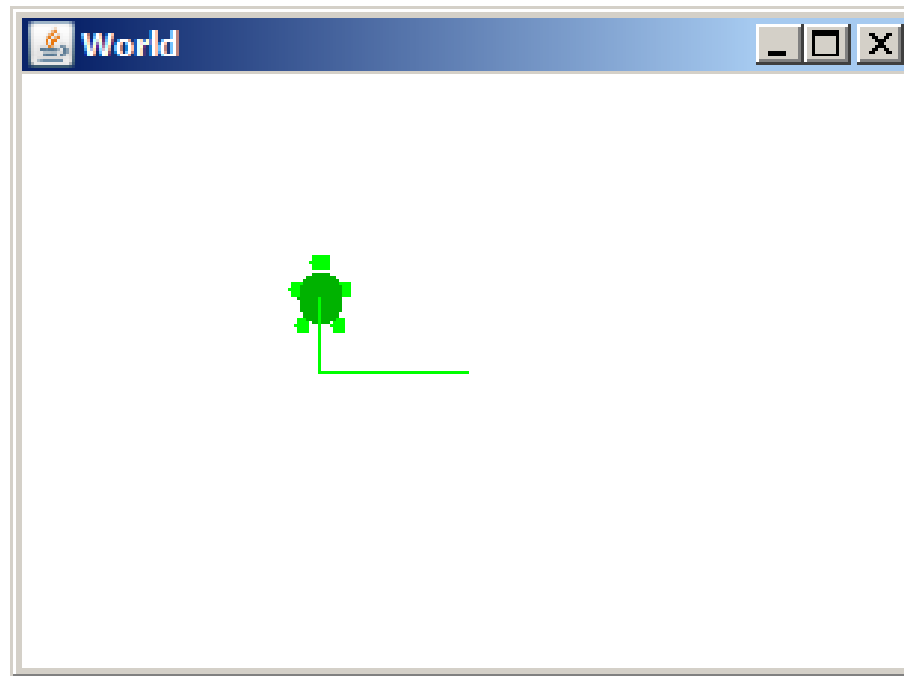- `maria.turnRight();`

- `maria.turnLeft();`

- `maria.turnLeft();`

# Can we draw a line?

- `maria.forward(50);`

Turn and draw some more!

- `maria.turnRight();`

- `maria.forward(25);`

Wait a minute . . . maria didn't move as far forward as she did the first time we told her to move forward!

Why didn't maria move as far forward this time?

- Take a closer look at the instructions we gave her each time:

- First instruction:

  ➢ `maria.forward(50);`

- Second instruction:

  ➢ `maria.forward(25);`

- Do you see the difference between these instructions?

- Did you notice that the second time we told maria to move forward that she went half as far as the first time?

- What do you think the number does?
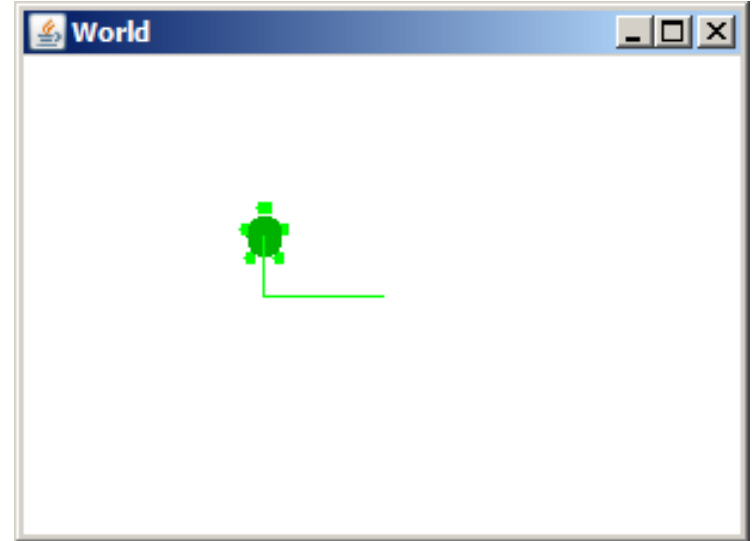
Inspiration:
Drawings Your Turtle Can Make
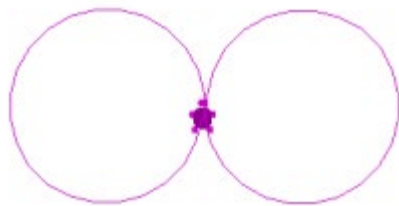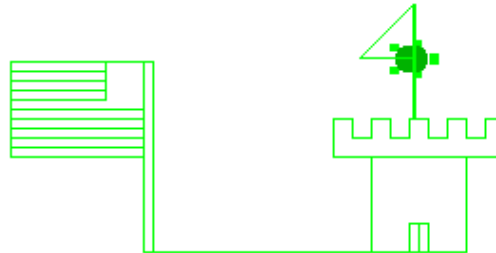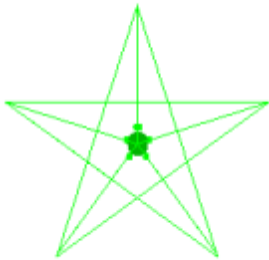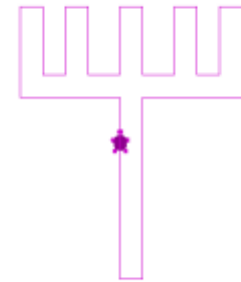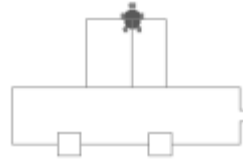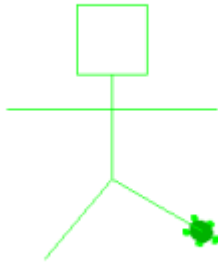
Your Turn!

- Try making your own Turtle line drawings
  - ➢ See the Module 1 Read and Try activity for more instructions
  - ➢ Want more Turtle methods? Browse the reading using Perusall