Idea 1: game of tag, player and enemy will take turns being it, a 60 second counter will go down, person who tags the other person the most wins

Idea 2: Draw to match, player will draw 10 cards, each card will have a predetermine symbol drawn on it using turtle, player will play a matching game to match all the cards

Idea 3: Pong, simple game of pong using turtle, generate 2 paddle like shapes on either side with a ball bouncing from one side to the next, taking the incoming angle and when hit, goes into the same direction.