

## Lesson 3 - Student Activity #2 Guide

### Bumper Turtles

- Start with the model “Bumper Turtles starter”. (Teacher provides the link.)
- This starter model already has a button called “Paint Landmarks” and some coding associated with it.
- Click on the “Paint Landmarks” push button and see the program execute the code provided.

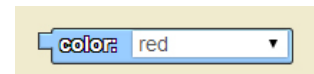
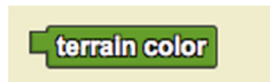
*Your challenge is to make the turtles react to the landmarks created by the “Paint Landmarks” procedure, following the rules laid out in the Trailblazer activity.*

Note: DO NOT make changes to the “Paint Landmarks” procedure.

**Guidelines:** Have the turtles check the terrain color they are standing on.

1. Remix the “Bumper Turtles starter” model; add your name(s) to the title of the project.
  - a. If working in pairs, don’t forget to put both partners’ names in the project title.
2. In the World Page, instruct your turtles to react to the landmarks according to the rules in the Trailblazer activity.
  - a. Use logic blocks that evaluate the color of the terrain and tell the turtle how to turn.
3. When you are done, save and share your project.

The new command blocks, to be used in addition to the blocks you used in Lesson 1 and 2, are:



### Extensions:

Change how the turtles react to the colors (not just a turn, but a new shape or color for the agent). Change the colors of the terrain stamps and make your turtle instructions match this new information.