



## Game Time - Typing Skills

We've had an awesome 6 weeks with HTML and CSS. We're about to start into a module on Python which will involve a bit of typing. Lets polish up on our typing skills. Today's three typing activities are:

- **BBC Dancemat**

- <https://www.taoc.ie/bbcdm1>
- <https://www.taoc.ie/bbcdm2>
- <https://www.taoc.ie/bbcdm3>

- **Keyboard Climber**

- <https://www.taoc.ie/keyboardclimber>

- **Typing Attack**

- <https://taoc.ie/typeattack>



## Game Time - An Introduction to Python

For the remainder of the class, we're going to use **python** to battle through the dungeon in **CodeCombat**. This is a fun way to practice and learn the python programming language to a high high level.

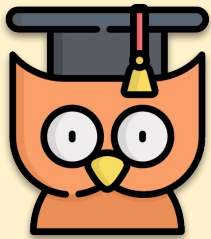


You can play at this link

[www.codecombat.com/play/dungeon](http://www.codecombat.com/play/dungeon)

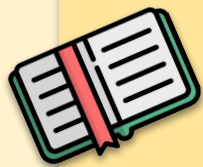


# Block Turtle - Week 1



## Learning Outcomes:

- Meeting and talking about Tina
- Making Tina draw some simple shapes in Block Turtle
- Working out different locations for Tina to get to on a map.
- Drawing multiple circles.

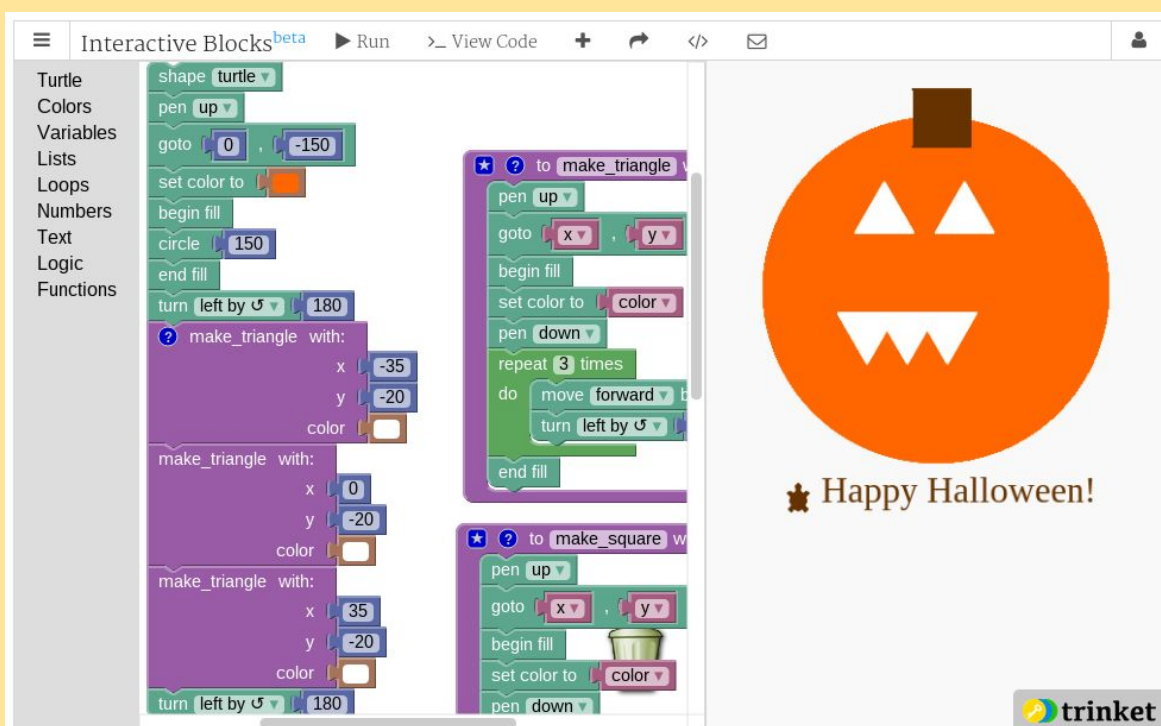


## Block Turtle



Today we're going to get started with coding with **Python Blocks**. We can create images and graphics in **Python Blocks** with **Tina the Turtle**.

Tina the turtle moves around your screen just like the mouse arrow, but unlike the mouse, Tina leaves a trail behind her. Tina can draw all kinds of shapes and pictures - you just need to give them the right commands.



*A very advanced drawing example. Can you see Tina?*

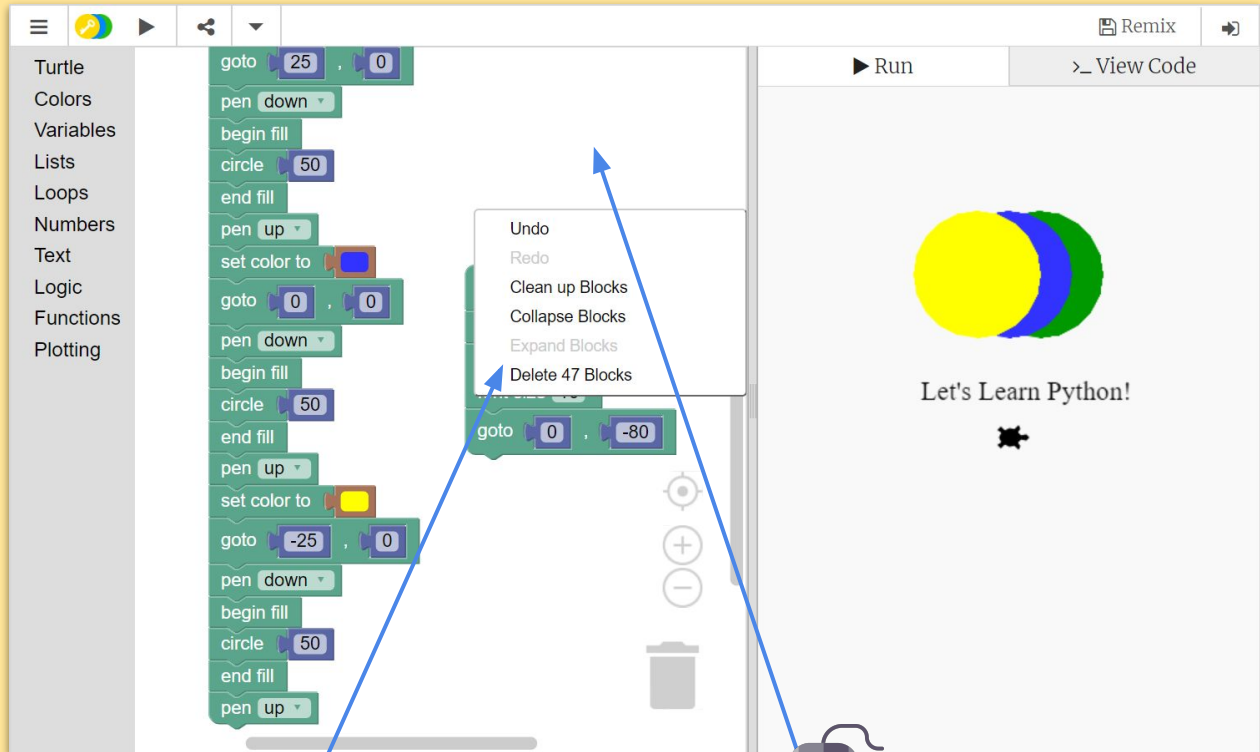


# Let's Get Coding

1

Open Trinket, if it isn't already open. **CTRL + CLICK**

[www.bit.ly/blankblocktrinket](http://www.bit.ly/blankblocktrinket)



2

If there are blocks already here, Right Click on this white area and Left Click on 'Delete Blocks' to clean up your **workspace**.

Now we're ready to code. We are going to draw a simple shape (a circle) using Tina the Turtle.

3

Set the style of the turtle with a function called shape.

shape turtle

4

Set the turtle's speed, choosing a number between 1 and 10 (10 is the fastest).

speed 10

5

Set the colour that the turtle will use to draw the shape.

set color to

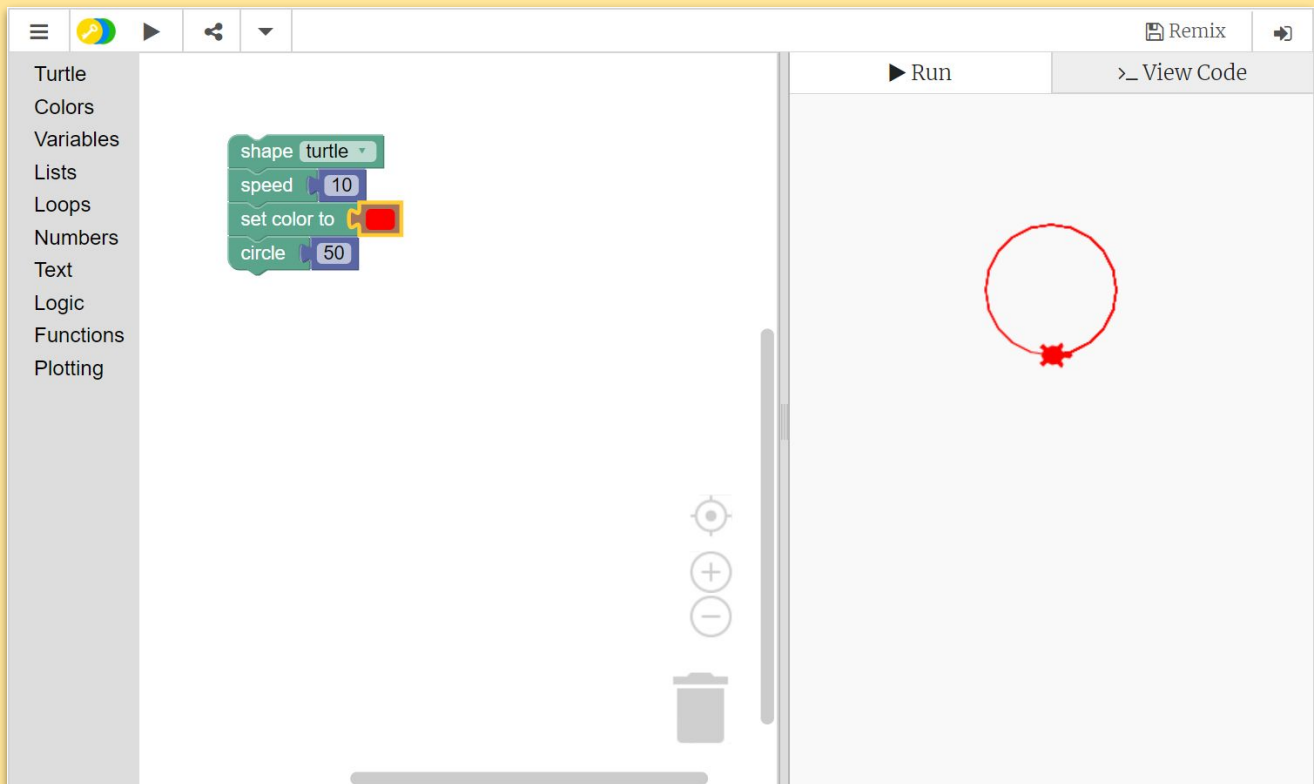
6

Now, tell your turtle to draw a circle.

circle 50

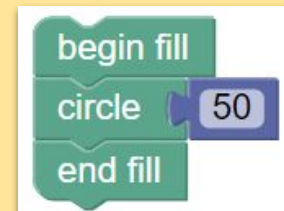
7

Run the code above. You should get a result like this:



8

Fill the inside of the circle with a colour (same colour as the outline) using the following block.



## Challenge

If you've finished this tasks, play around with the other blocks for a few minutes to see what else you can do with Tina.

See if you can:

- Make Tina draw **another circle**
  - in a different colour
  - In a different position
- Make Tina **write some text**
- Try and position a few circles in different areas (we're doing this next week, so don't worry if you can't).