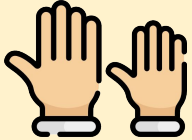


# Lesson 2 - Block Turtle I



## Learning Outcomes:

- Working out different locations for Tina to get to on a map.
- Drawing multiple circles and different x & y coordinates



**Have you washed your hands before using your devices?**



## Game Time

For the first few minutes, have a go at whatever games you didn't try in last week's warm up.

- **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>



- **Code Combat (above)**

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



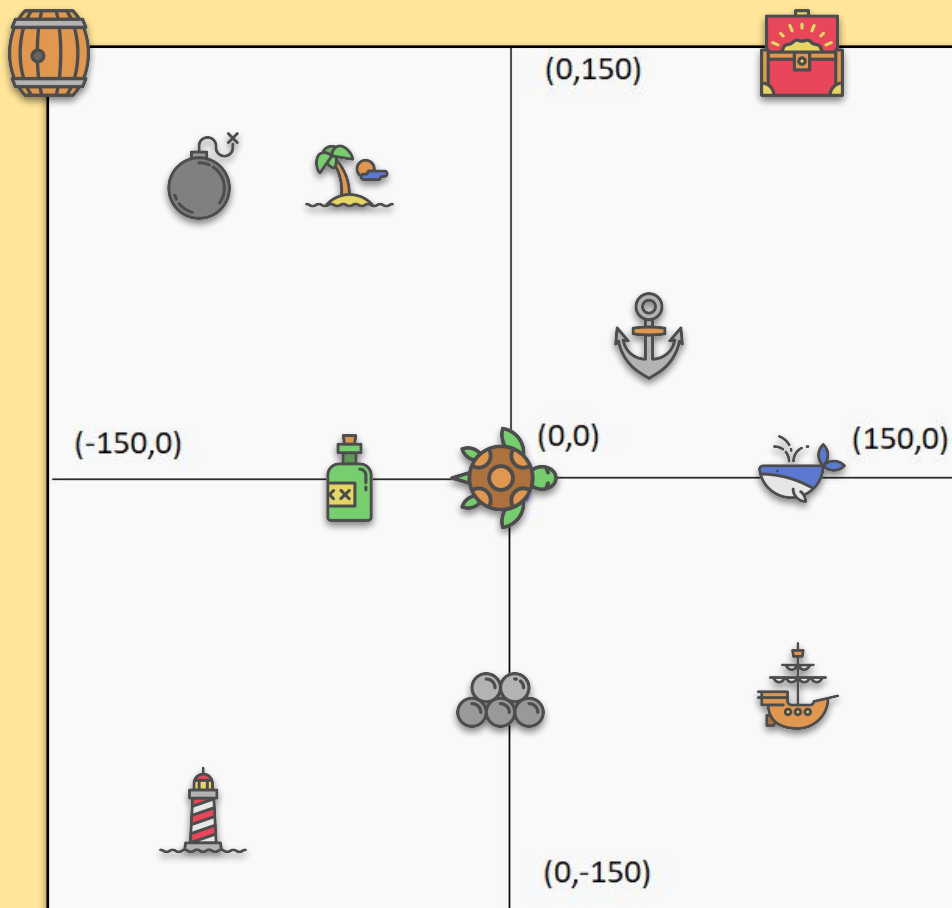
## Drawing Location - coordinates

Sometimes we may wish to move the turtle before we start drawing something so we can draw shapes in different locations on the screen.



## Drawing Location - Treasure Hunt

Remember this map? We used it for Scratch before. As a class, try and guess the approximate **coordinates** of each of the items of treasure for Tina.



**Barrel of Oil**  
(-150,\_\_\_\_\_)



**Bottle of Poison**  
(-50,\_\_\_\_\_)



**Whale**  
(100,\_\_\_\_\_)



**Lighthouse**  
(-100,\_\_\_\_\_)



**Ship**  
(\_\_\_\_\_, -75)



**Desert Island**  
(\_\_\_\_\_,\_\_\_\_\_)



**Cannonballs**  
(\_\_\_\_\_,\_\_\_\_\_)



**Bomb**  
(\_\_\_\_\_,\_\_\_\_\_)



**Treasure**  
(\_\_\_\_\_, 150)



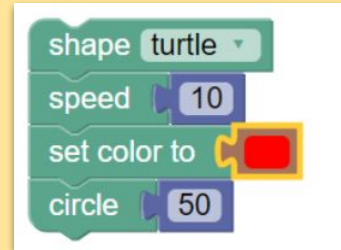
**Anchor**  
(\_\_\_\_\_,\_\_\_\_\_)



## Task 1 - Drawing Two Circles

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

- 1 Set up Tina the Turtle as before being sure to include **shape**, **speed**, **colour** and **circle**.



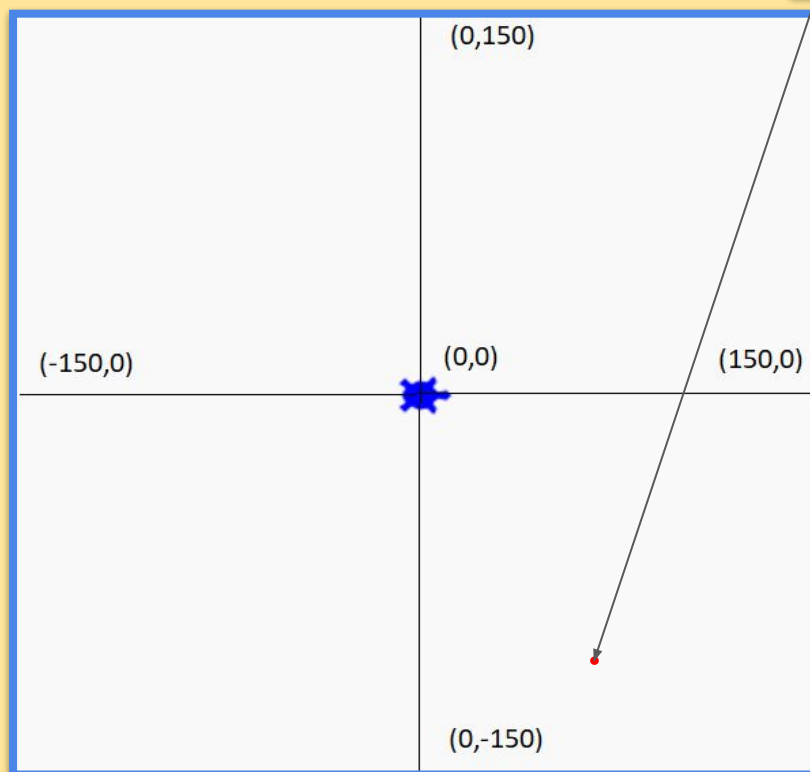
- 2 Now we want to move her to a different location.  
We need to use **Pen up** to make sure Tina does not draw lines while moving to a different location.



- 3 Tell Tina to go to a particular point on the screen by telling her the **x-coordinate** (horizontal/ left right) and the **y-coordinate** (vertical/up-down)



(70,-100) is here



- 4 Put the pen back down on the screen using **Pen Down** so that Tina can start drawing again.



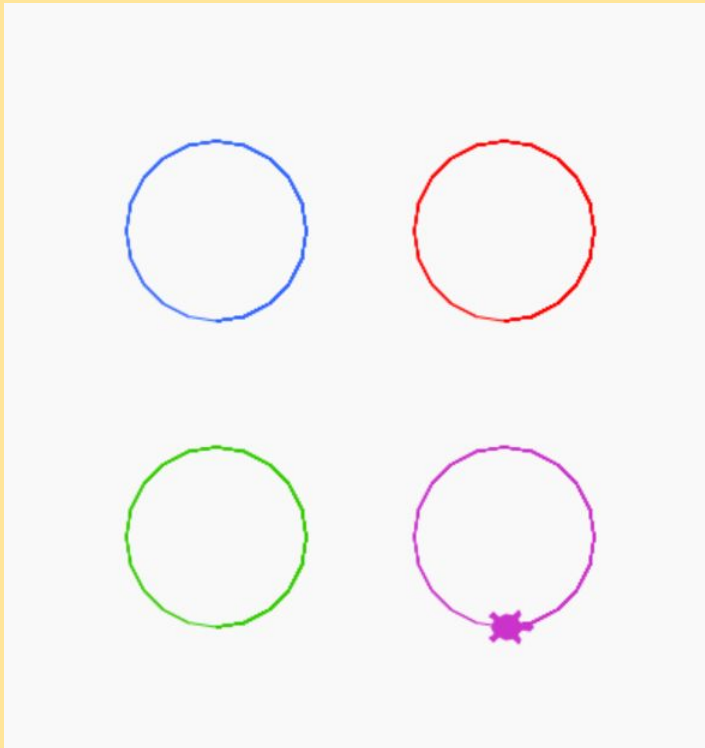
- 5 Start drawing your shape.





## Task 2 - Drawing Four Circles

Finish the code on the right so that it makes four circles similar to the drawing below.

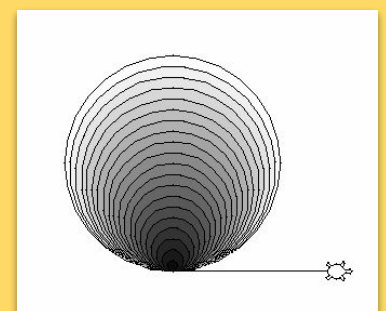
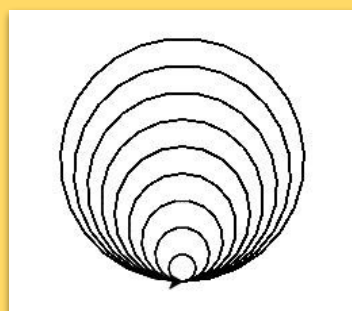
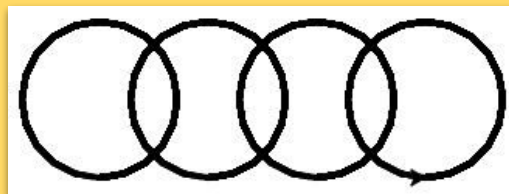


```
shape turtle
speed 10
set color to blue
pen up
goto -80, 20
pen down
circle 50
set color to red
pen up
goto 80, 20
pen down
circle 50
set color to green
pen up
```



## Challenge

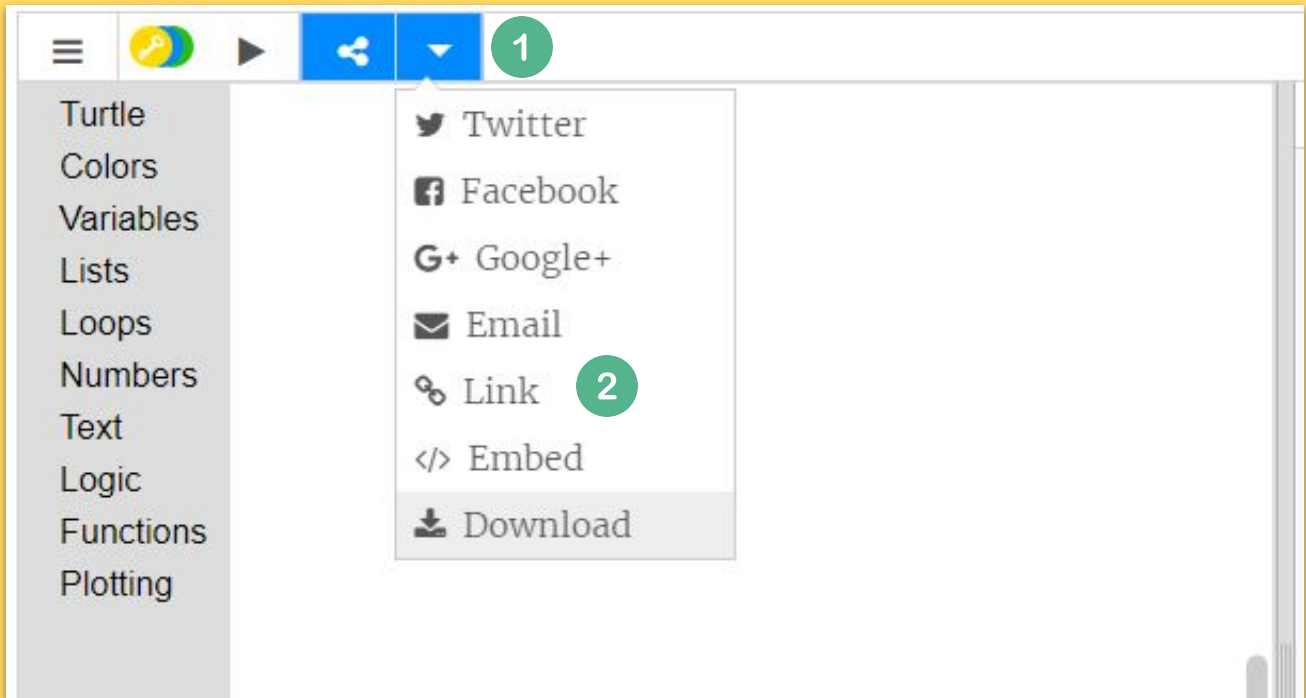
Try making the image these images.





## Now it's time to Save our Work

Make sure you do this properly, **you'll need it next week!**



To save your Python project:

1

Open the drop down menu.

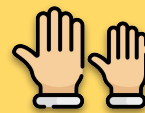
2

Click **Link**

3

Paste the Link into Notepad and save to your USB

If you're not sure to do any of this, **ask your tutor.**



## Extra Challenge

If your teacher is happy with your work and when you've saved it properly, play the **Basics** section (Part 1) of Lightbot at this [LINK](#).