## Name: Date:

## Modelling effects on screen -using standard commands

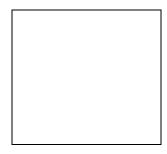
Type the following commands into the command line. Draw the shape that the turtle makes. Remember, some shapes may look a little odd!

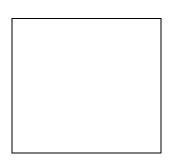
- 1. Forward 20
- 2. Right 90
- 3. Forward 20
- 4. Right 90
- 5. Forward 20

6. Right 90

7. Forward 20

- 1. Forward 30
- 2. Right 90
- 3. Forward 20
- 4. Right 90
- 5. Forward 30
- 6. Right 90
- 7. Forward 20



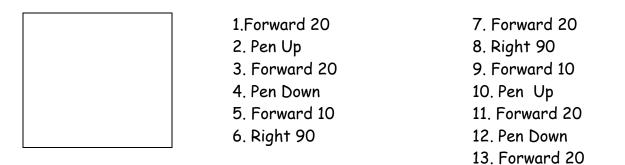


- 1. Forward 40
- 2. Right 45
- 3. Forward 20
- 4. Right 90
- 5. Forward 45
- 6. Backward 25
- 1. Left 90
- 2. Forward 50
- 3. Right 90
- 4. Forward 50
- 5. Left 90
- 6. Forward 20
- 7. Left 90

- 7. Right 45 8. Forward 40 9. Right 90
- 10. Forward 30
- 8. Forward 50 9. Left 90 10. Forward 20

## Name: Date:

long.



Now write the instructions for a square, which has sides that are all 35mm

14. Right 90 15. Forward 20

Now write the instructions for a triangle, which has sides that are all 20 mm long.

\*\*\*You might need to have a go before you start writing - watch those angles!\*\*\*