### **KEYWORDS**

- Algorithm
- Program
- Pseudocode
- Instructions
- Iteration

#### Lesson 1

Algorithms & Psudocode

An algorithm is a step by step way of solving a problem

Pseudocode means fake code- close to English language and easy to read and understand.
Write step by step instructions to draw a square:

Forward (100) Right(90) Forward (100) Right(90) Forward (100)

Right(90) Forward (100) import turtle

myPen=turtle.Turtle()
myScreen=turtle.Screen()

myPen.forward(100)

# Year 9 - Topic 3 - I am a Computer Programmer

In this project you are going to learn how to use Python to solve tasks using the computer. You will use a range of python programming skills and instructions to make different shape designs.

## Lesson 2 - Introduction to Python Turtle

Create some simple shapes using python turtle. You must include the  $3\,$ 

lines:

Import turtle

Name=turtle.Turtle()

wn=turtle.Screen()

Moves the pen forward

This is the turn angle -

To calculate the turn angle divide 360 by the number of sides you want you shape to have

Then give instructions to draw a shape:

Name.forward(100)

Name.right(120)
Name.forward(100)

Name.right(120)

Name.forward(100)

Name.right(120)

#### Questions

What is the turn angle for a pentagon?

What is the line of code to fill a shape pink with blue outline?

### Lesson 3 - Using Colour

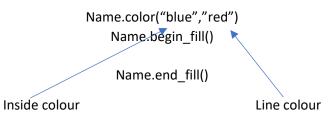
To change the colour of you pen you need to use the following:

\_Name.color("blue")

Turtle name colour is spelt American

You can use many different colours

To fill your shape with colour you need to use the following:



#### Tips & Tricks:

Name.penup() – stops drawing Name.pensize(10) – make line bigger Name.pendown() – carries on drawing Name.shpae ("turtle")

# Lesson 4 – Using Loops / Iteration

A loop is a way of telling the computer to do something multiple times without having to write it out each time

