

Turtle 1 – white playground

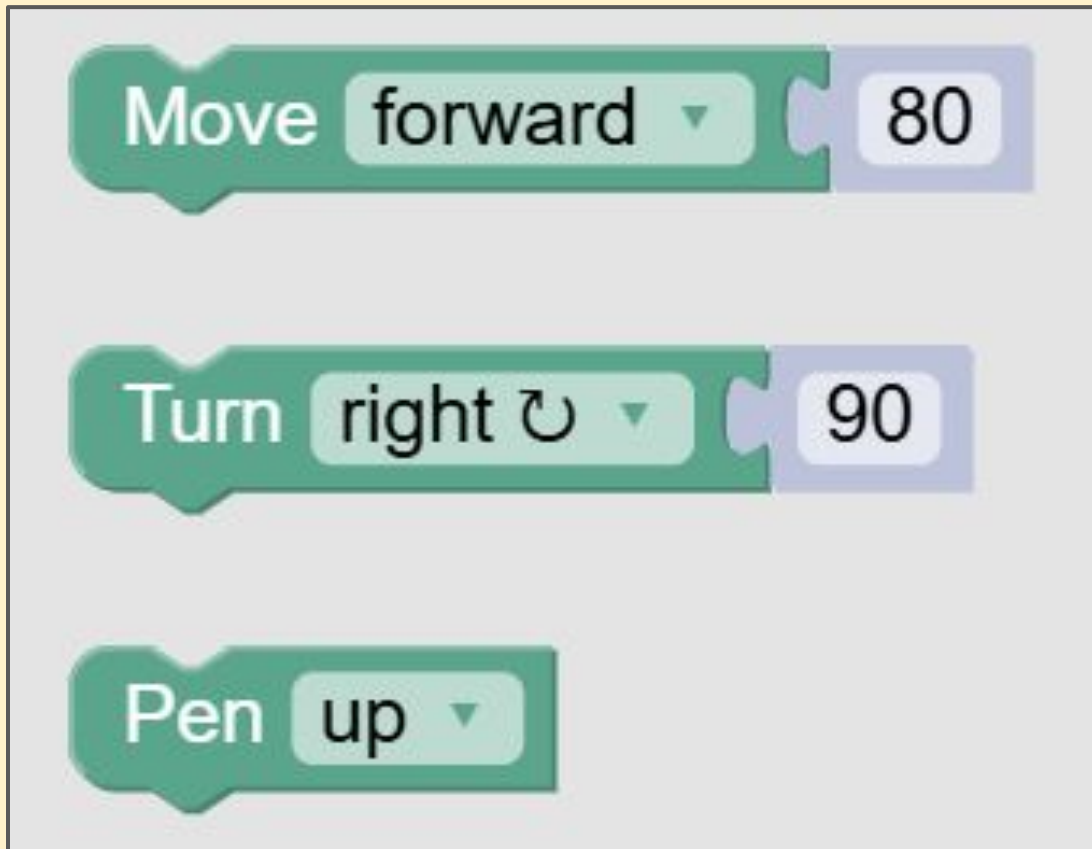
Use the white turtle playground for these challenges

Make sure you **screenshot** your code for each solution

These are easy! You should whizz through them quickly!

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This playground uses three basic blocks



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The image shows the Scratch Turtle 1 white playground interface. On the left is a 5x5 grid of 25 numbered cells (1-25) on a green background. The objects are distributed as follows: Cell 1: Squirrel; Cell 4: Bitcoin; Cell 6: Two Bitcoins; Cell 13: Gingerbread man; Cell 14: Pond; Cell 17: Bitcoin; Cell 21: Tree stump; Cell 24: Two Bitcoins; Cell 25: Frog. On the right is a code editor with two scripts. The first script contains: 'Move forward' (80), 'Turn right' (90), and 'Pen up'. The second script contains: 'Pen up', 'Move back' (80), 'Turn left' (90), 'Pen down', and 'Move forward' (240). At the bottom are control buttons: 'Run', 'Next step', 'Pause', and 'Reset'. A speed control slider is located below the buttons.

Drag blocks to here to code

Run and reset buttons down here

Speed control – for now you don't need to change it