

# Turtle 4 – green

Use the **green** turtle playground for these challenges

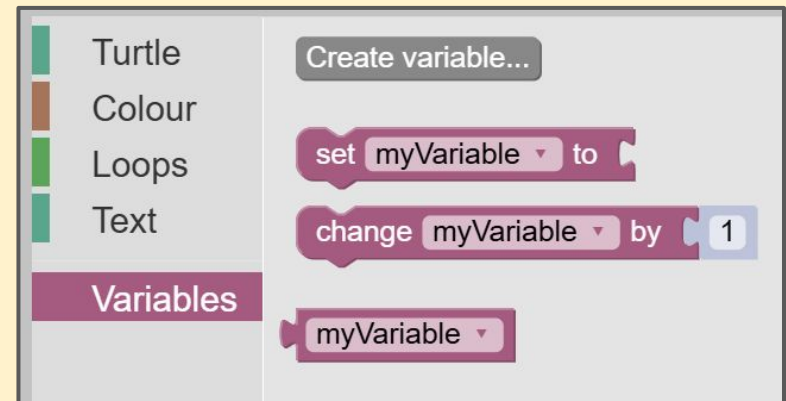
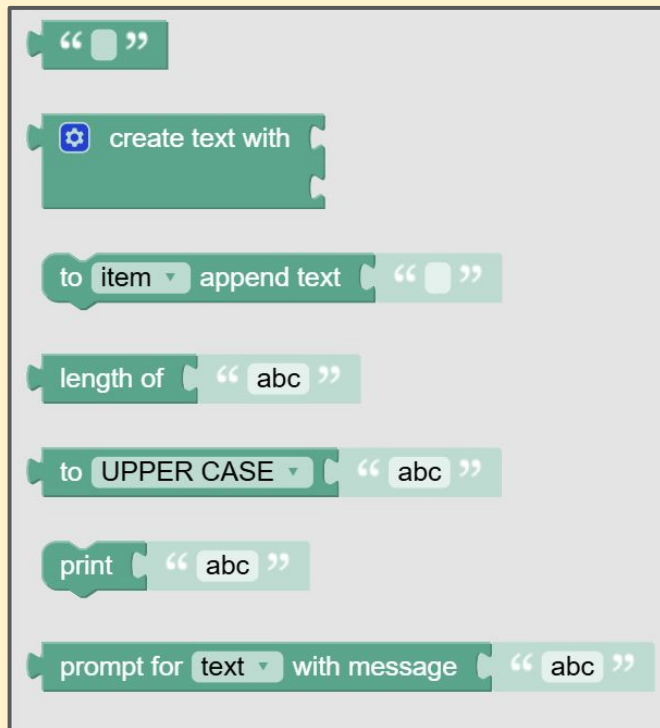
Make sure you **screenshot** your code for each solution

This introduces using **text** on the screen and positioning items exactly.

And it uses **variables**

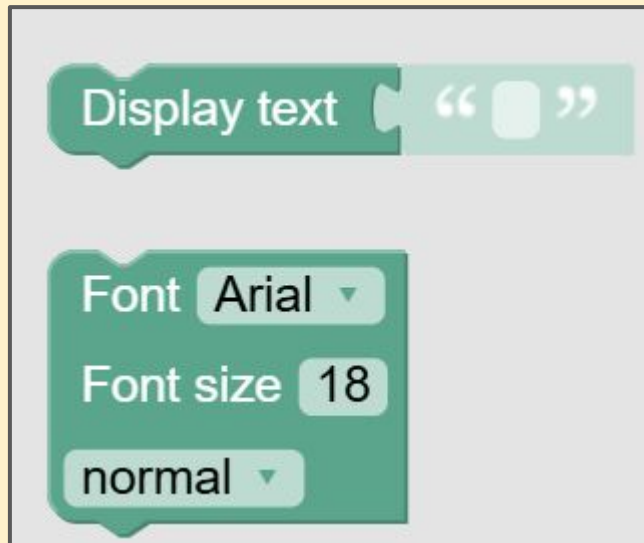
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This playground uses **five** sets of blocks, two of which are new. Take care: the text blocks are a similar colour to the turtle ones!



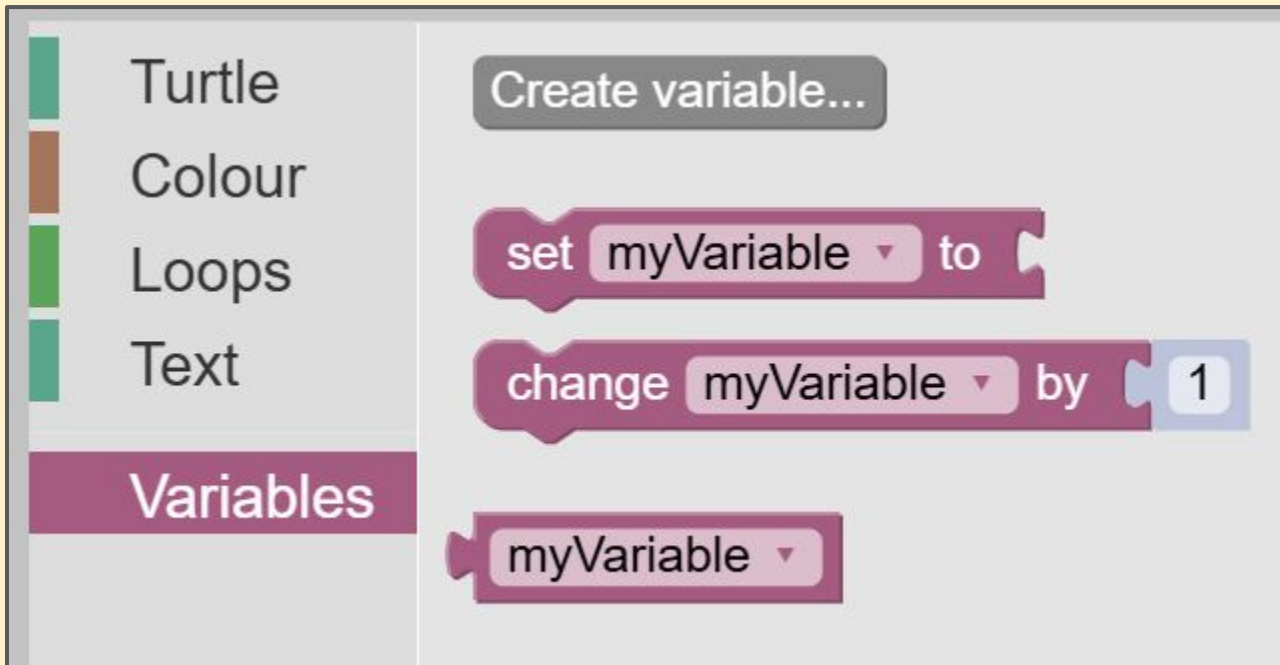
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There are new blocks in the Turtle section. Some of these are to do with text!



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A **variable** is a way of storing a value in computer memory. You have to **create** a variable and give it a **name** before you can use it



The image shows a Scratch code editor interface. On the left, a sidebar lists categories: Turtle, Colour, Loops, Text, and Variables (highlighted in purple). The main workspace contains the following code blocks:

- A grey button labeled "Create variable..."
- A purple "set" block with "myVariable" selected in the dropdown and "to" as the operator.
- A purple "change" block with "myVariable" selected in the dropdown, "by" as the operator, and the value "1" in the input field.
- A purple "myVariable" block with "myVariable" selected in the dropdown.