Turtle Art - Playing with Arithmetic

Problem 1

Create the following program:

Can you predict what it will do before you run it?
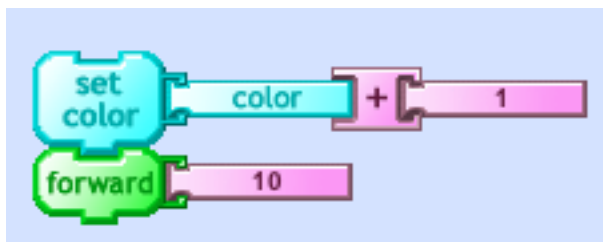
What does it do?

What happens if you change the number 1 to another number?

What happens if you change the **X** to **+, - or /** ?

Problem 2

Create the following program:

Can you predict what it will do before you run this program?

How does it work?

What happens if you replace the 1 with a larger number, say 10?

When you increase the pen color by 1, does the color get lighter or darker?

What happens if you place a repeat block at the top of the program?

Problem 3

Here's a crazy idea!

What do you predict will happen if you combine program 1 and program 2? Snap them together and fine out!

Making Polygons

Super Dooper Really Really Really Hard Challenge

Name	# of sides	amount of turn
Triangle	3	
Square	4	90
Pentagon	5	
	6	
	7	
Octagon	8	
	9	
	10	36
	11	
	12	

Change the number of sides and and amount of the turn to create the polygons.