Unit 1: Turtle Graphics (Simplified)

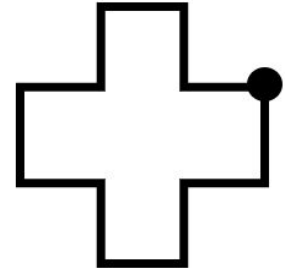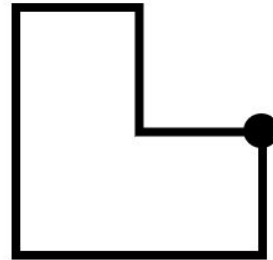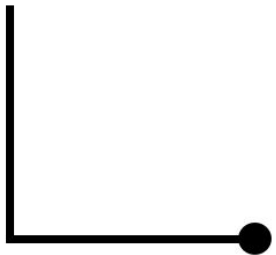**In this unit, you will use CodePuppy to learn about:**

1. How to write and debug a computer program

2. How to anticipate the outcome of a computer program

3. How to plan ahead while writing a computer program

This unit, and the supporting development environment, have been developed to allow Computing students who are ready to start learning to write code but do not yet have the mathematical confidence to attempt more complex programming problems to experience success with code. Have fun with this, and move on to Unit 2 whenever you feel ready.
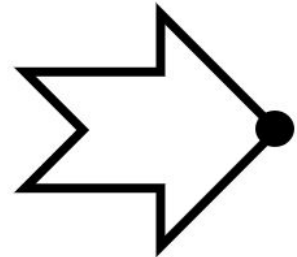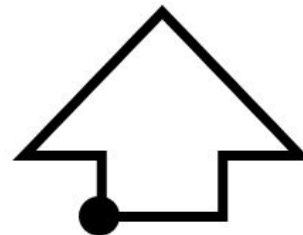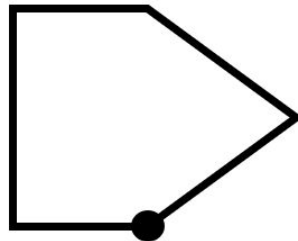
Exercise 1
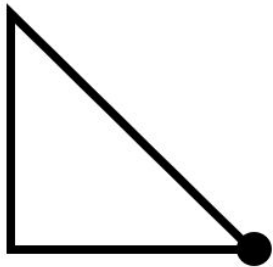Enter and run the following code:

```
up()
left()
down()
right()
```

Study Drills:

Exercise 2
Enter and run the following code:

```
upleft()
downleft()
downright()
upright()
```

Study Drills:

More Study Drills