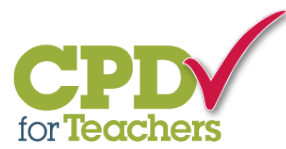


The Turtle Prize



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Introduction

The turtle prize was created to encourage programming skills in KS3 by using computers to draw pictures.

It was created by [CPD for Teachers](#), and sponsored by:

- [Raspberry Pi](#).
- [Piffin electronics kits](#).

Competition [rules are here](#).

Learning outcomes

Students will learn:

- It is possible to create graphics by writing a computer program.
- The fundamentals of programming:
 - sequences
 - loops
 - data
 - conditionals
 - operators
- Become resilient with solving computer programming syntax errors.
- What a library is and how to use one.

Lesson plans

- [Lesson 1 - Turtles, sequences, Python & libraries](#)
- [Lesson 2 - Loops, variables & operators](#)
- [Lesson 3 - Sabotage, conditionals, fills & stamps](#)

Other Resources

- [Python cheat sheet](#) for commonly needed Python code
- [Scratch to Python](#) cheat sheet

All lesson plans and handouts can be [downloaded as a zip here](#).

Required resources

- Python installed on computers.

Checking Python before the lesson

Start Idle, which comes with Python. A window will pop up called the shell. Type in this command and press enter:

```
from turtle import *
```

There should be no errors or visible result from this command.