

Python 02: Draw, Animate & Play with Turtle

Turn code into drawings, patterns and mini-games.

Age pathway: designed to start around age 8 and grow with the learner. Track: Python.

How to use this tutorial

1. Read one idea. 2. Try the example yourself. 3. Change one thing. 4. Explain what happened. 5. Turn the idea into a small project.

Challenge mission

Create a small program that helps someone, tells a story, plays a game or explores data.

Key ideas

- Variables store information.
- Conditions help programs make decisions.
- Loops repeat useful work.
- Functions turn a big problem into smaller reusable pieces.

Try this

Run the smallest working program first. Add one feature at a time and test after every change.

Example starter

```
print("Hello, future creator!")
name = input("What is your name? ")
print("Welcome, " + name + "!")
```

Reflection questions

What did you change? What broke? How did you fix it? What could you add next? How could this idea help another person?

Contest connection

Use this skill as one building block of a bigger project. Strong contest projects begin small, test often, listen to users and improve.