Entry Ticket-StarLogo Nova Activity: Orientation

Part 5: Entry Ticket

The purpose of the entry ticket is to check your understanding and review what you’ve learned during this activity. There are two parts and you can do either one or both. One part consists of several programming tasks. The other part consists of a few concept questions, which you discuss with a partner.

Programming tasks

* You may want to REMIX (make a copy of) your project before you attempt these tasks so that you are working from another copy of the project.
* Complete each task. Try each task on your own first. You may ask clarifying questions or for hints. Although it should be self-evident if you’re able to complete these tasks, feel free to ask a facilitator to check your solutions.

When finished with the tasks, click Save.



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Orientation Concept Questions

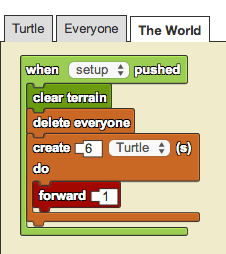
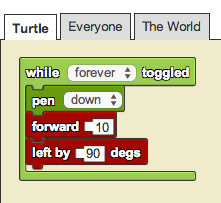
# Concept Question #1

With your partner look at the following two pieces of code and answer the questions below.

1. Which, if any or both, will create a flower with 6 square petals?
2. How are the two pieces of code different?
3. How are they similar?

## Code #1

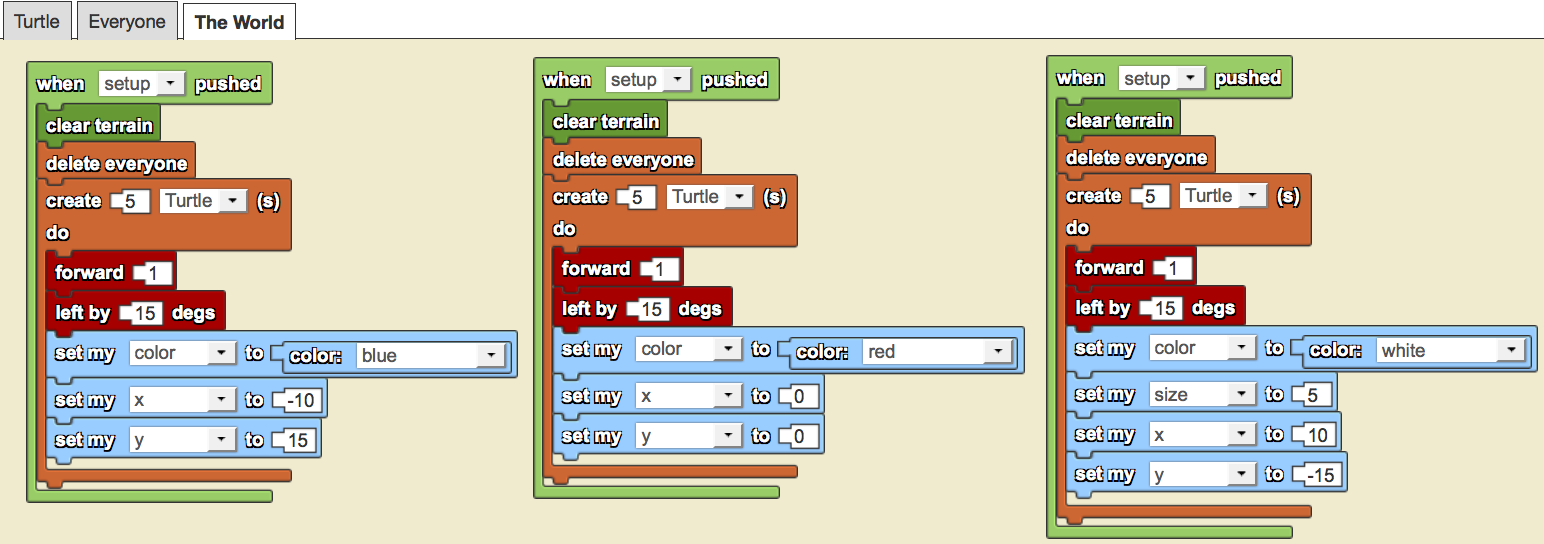
## Code #2



# Concept Question #2

You want to program turtles to draw three different flowers in three different locations. With your partner look at the following piece of code and answer the questions below.

1. Predict what you think will happen when setup is pushed.
2. Test the code to check your prediction. [**http://tinyurl.com/OrientationConceptQuestion]**
3. How can you fix the code to do what you intended?



# Part 6: Extensions

With whatever remaining time you have in this section, try the following explorations:

|  |  |
| --- | --- |
| Examples: | Use the existing blocks or new blocks from the Movement drawer to explore variations on the flower drawing program by changing the:   * number of agents * number of degrees of the turn * direction of the turn * number of steps forward * direction of steps (try back instead of forward)     Look in Traits drawer to use “set my\_\_\_ to” blocks to change (see example):   * color of agents * size of agents * starting location (x, y) of agents |
|  | Challenge:  Draw 3 flowers in different locations that are different colors.    Hint: You can have more than 1 “create\_\_\_” block inside ONE “when *setup* pushed” block.    Hint: The SpaceLand is a coordinate plane with (0,0) at the center, X goes from -50 to +50 and Y goes from -50 to +50. |