

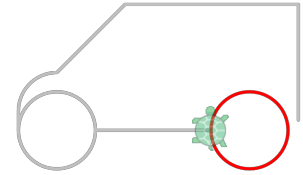
Activity: Draw A Car

pencilcode.net

1. Before any big project, plan it with a pencil: here is a car. Pick a good starting point.

- What color do we want? For red: `pen red`
- A circle has 360 degrees, so we can draw a wheel: `rt 360,20`

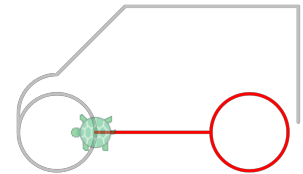
```
pen red  
rt 360,20
```



2. Draw the next line.

- Which direction do we want to turn? To turn left: `lt 90`
- How far do we want to move? Experiment with sizes: `fd 60`

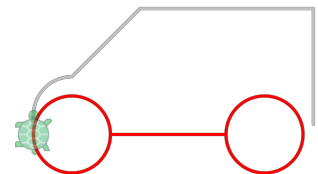
```
pen red  
rt 360,20  
lt 90  
fd 60
```



3. Turn and then draw the next part.

- Remember to turn the turtle in the direction we want.
- There are 360 degrees in a whole circle and 180 degrees in a half circle.
- If we draw $360 + 180 = 540$ degrees, we will end up halfway around the circle again!

```
pen red  
rt 360,20  
lt 90  
fd 60  
lt 90  
rt 540,20  
fd 10  
rt 90,20
```



4. Continue on your own, figuring out angles and arcs to draw the rest of the car.

- 90 degrees make a quarter circle: that is exactly a square angle.
- 45 degrees make an eighth of a circle: that will give you a slope.