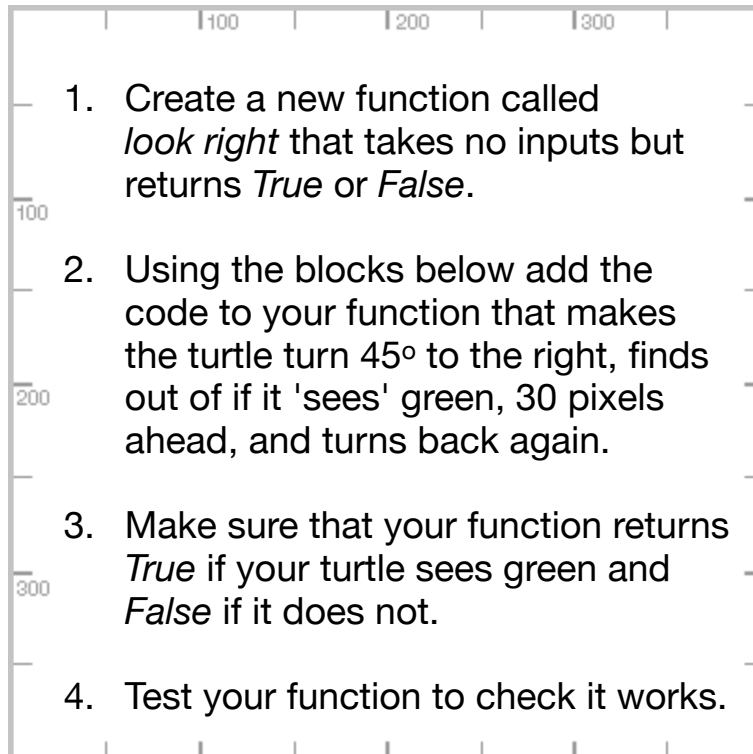




Turtle Playground G - Challenge Cards

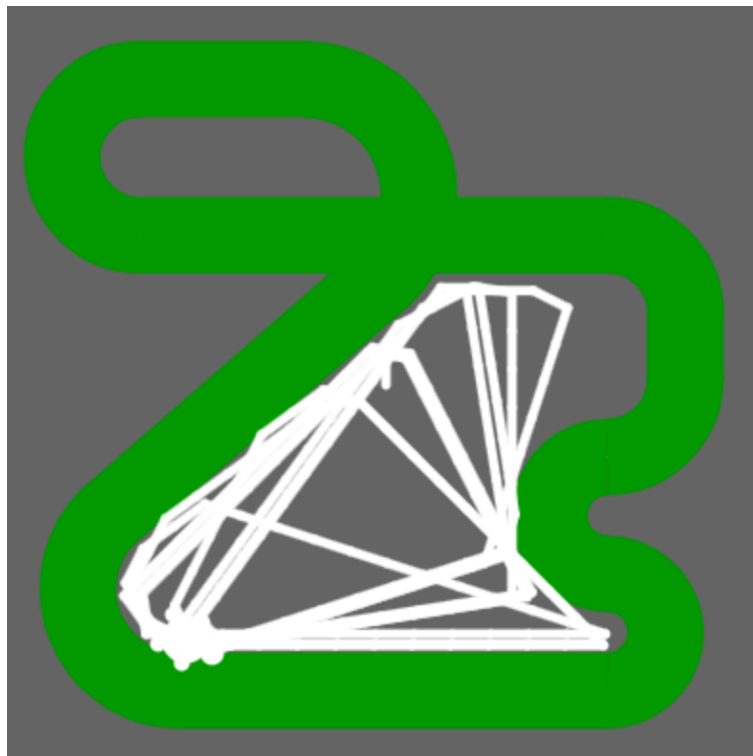


100 200 300

1. Create a new function called *look right* that takes no inputs but returns *True* or *False*.
2. Using the blocks below add the code to your function that makes the turtle turn 45° to the right, finds out if it 'sees' green, 30 pixels ahead, and turns back again.
3. Make sure that your function returns *True* if your turtle sees green and *False* if it does not.
4. Test your function to check it works.

1. Look right

Make a function to look right.



2. Wall sensing robot

Write a program that makes the robot move around in the area shown.



Turtle Playground G - Challenge Cards




3. Line-following robot

Write a program that makes the robot move around the track better than the one shown above.

Improve your line following robot from Challenge Card 3 by:

1. Lifting the pen so it does not draw a line behind it.
2. Goes around and around forever by using an infinite loop like this:



```
repeat while true do
```

3. Make the robot stay nearer the middle of the track and go as smoothly as possible.

4. Optimise your line following robot