

White Shell Challenge Cards

Teachers Notes:

This set of Challenge cards is designed to be used with the Blockly Turtle resources. The full collection of resources for teachers is found in the **Turtle** tab on bebras.uk.

This is the first set of cards for pupils working towards their Yellow Shell Programmer award.

It is expected that pupils will have no programming experience except working as a class with a floor robot such as a Bee-Bot®.

Preparation:

1. When the pupils login to their computers they should head to the ***Turtle Playground - White***. They should be directed to: bebras.uk -> Turtle -> click on the White turtle.
2. These cards should be printed out (size to:100% on A4 card, or “fill the paper” on A5 card) and laminated. Each pupil also needs their own White Shell Record Card (which should not be laminated as they have to be written on). When a pupil completes a Challenge Card, its number can be written in their Record Card (in one of the clip boards).
3. In the first lesson, the teacher should show the students how to access ***Turtle Playground - White*** and the Introduction video on Card 0. Note ***Card 0*** is for the teacher to use with the class. Pupils can start with ***Card 1***.
4. Students should complete a minimum of 6 cards so some choice is available.

For pupils working towards their Yellow Shell Turtle Programmer award.

Turtle Playground - White

White Shell Challenge Cards

Code Blocks introduced in Turtle Playground - A:



For pupils working towards their Yellow Shell Turtle Programmer award.

Turtle Playground - White



This Card is for teachers!

White Shell Challenge Cards

0

1. Click on the link your pupils will use to access ***Turtle Playground - A***

Turtle Playground - White

Save image

1 2 3 4 5
6 7 8 9 10
11 12 13 14 15
16 17 18 19 20
21 22 23 24 25

Move forward 80
Turn right 90
Pen up

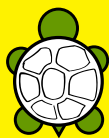
Run Next step Pause Reset

Videos: [Introduction](#)
Turtle Maze Puzzle: [Seaside](#)
White Turtle Quiz: [Quiz](#)

2. Check you are on ***Turtle Playground - White***
3. Show your class the video introduction here:

Videos: [Introduction](#)
Turtle Maze Puzzle: [Seaside](#)

For the teacher of pupils working towards their Yellow Shell Turtle Programmer award
using Turtle Playground - White

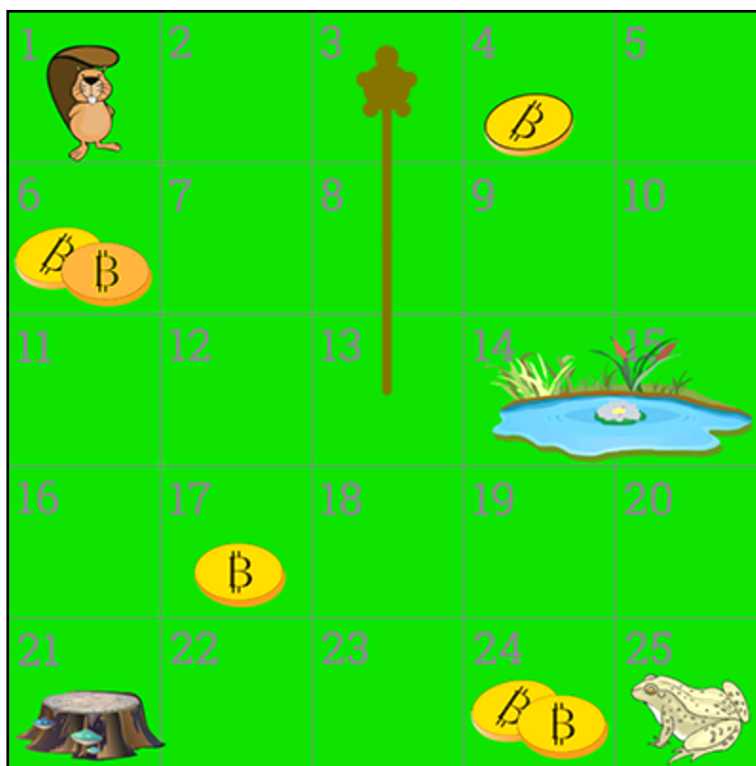


White Shell Challenge Cards

1

Challenge:

Make your turtle move forward 2 squares.



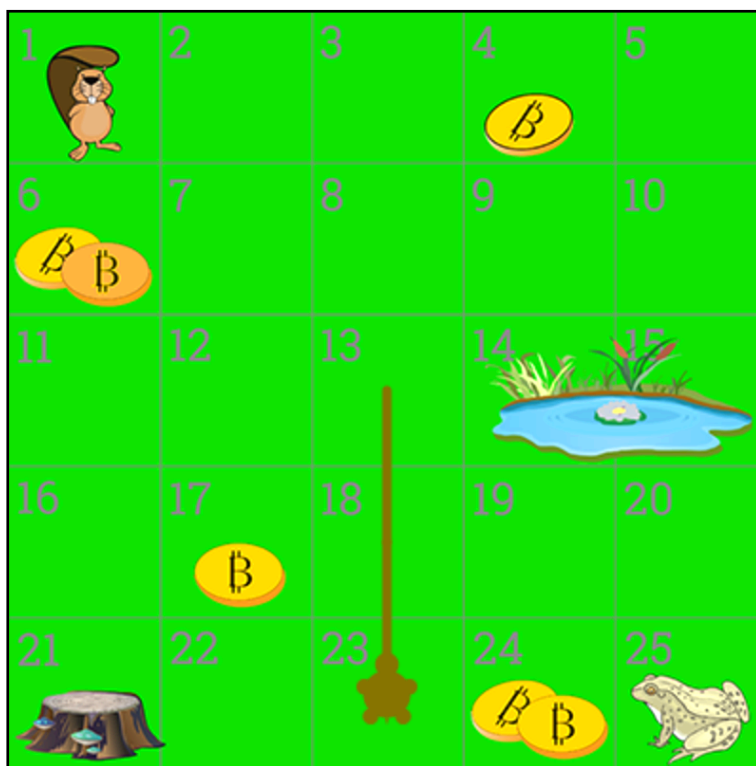


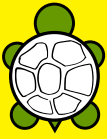
White Shell Challenge Cards

2

Challenge:

Make your turtle move back 2 squares.



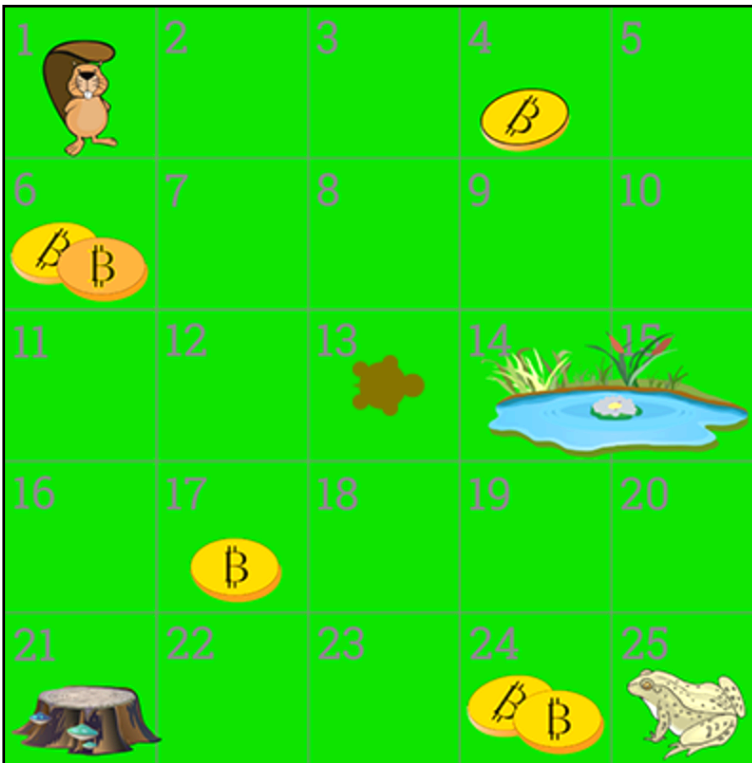


White Shell Challenge Cards

3

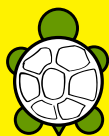
Challenge:

Make your turtle turn to face the pond.



Extra:

Can you make your turtle face other things?

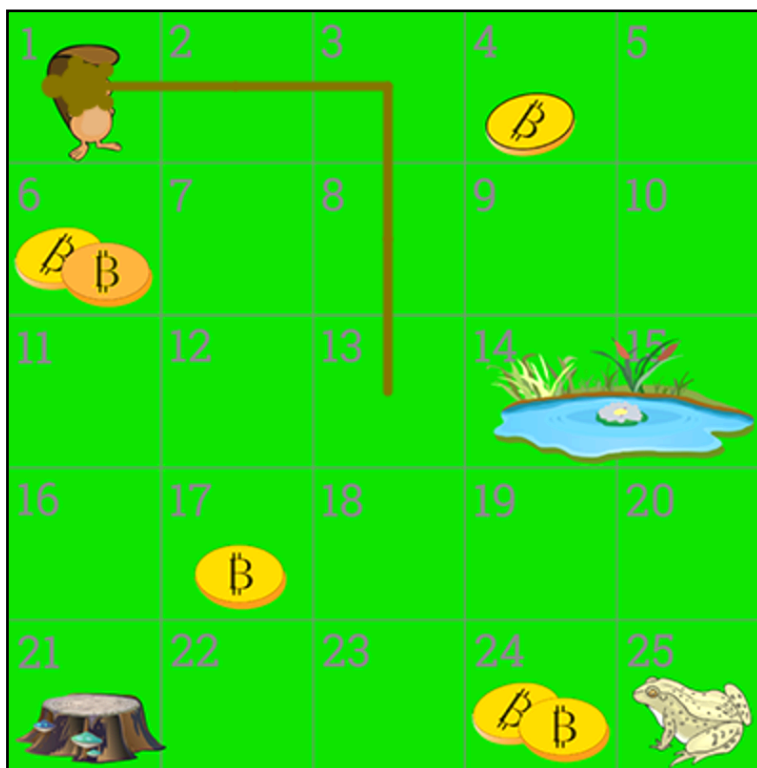


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4

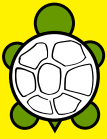
Challenge:

Make your turtle visit the beaver.



Extra:

Can you get to the beaver in other ways?



White Shell Challenge Cards

5

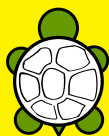
Challenge:

Make your turtle visit the log.



Extra:

Can you get to the log by a different path?



White Shell Challenge Cards

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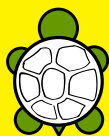
Challenge:

Make your turtle visit the frog.



Extra:

Can you make your turtle visit the frog and then continue its journey to the pond?

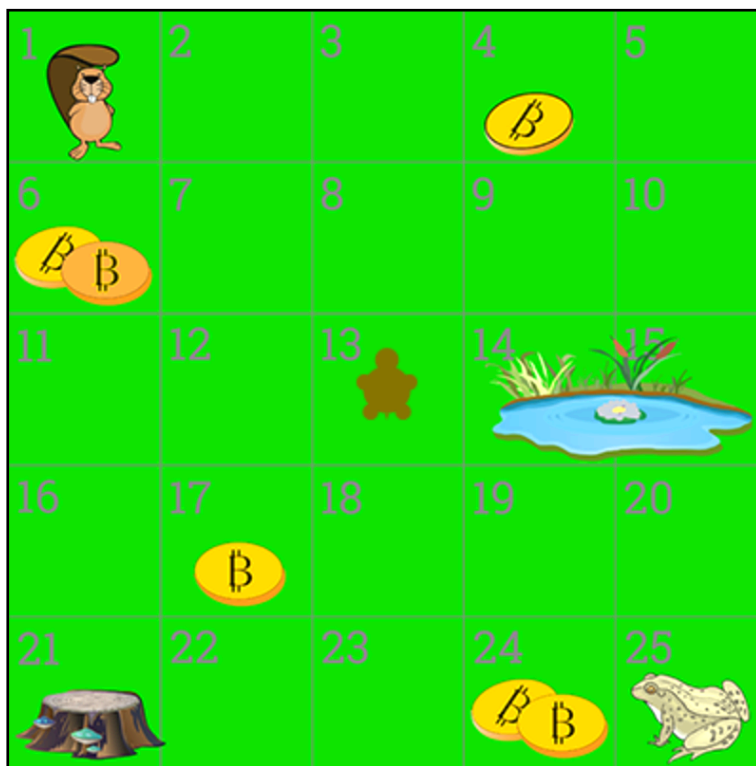


White Shell Challenge Cards

7

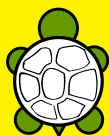
Challenge:

Make your turtle visit all the squares with coins.



Extra:

Can you make your turtle visit all the squares with money, in one journey, while NOT going on squares 1, 14, 15, 21 or 25?



White Shell Challenge Cards

8

Challenge:

Make your turtle stop on the stone in the middle of the pond.



Extra:

Can you make the turtle move without drawing a line?