Introduction to Turtle:

EduBlocks allows you to use the Turtle module to draw shapes on the screen. The turtle moves and turns based on the commands you give it.

Task 1: Draw a Square

1. Open EduBlocks and choose Python Mode.

2. Use the Turtle blocks to create a square. A square has 4 sides and each angle is 90 degrees.

3. Your code should look like this in Python:

```python
import turtle
t = turtle.Turtle()
for i in range(4):
    t.forward(100)
    t.right(90)
```

Task 2: Draw an Equilateral Triangle

1. Reset your Turtle.

2. Create an equilateral triangle. Each angle is 120 degrees.

3. Sample Python code:

```python
import turtle
t = turtle.Turtle()
for i in range(3):
    t.forward(100)
    t.right(120)
```

Task 3: Draw a Pentagon

1. A pentagon has 5 equal sides and angles of 72 degrees.

2. Try writing your own code to draw it using a loop.

Extension Task: Draw Your Own Pattern

- Experiment with different angles and sides.

- Can you draw a star or a spiral pattern?

- Try changing the pen colour and turtle speed.