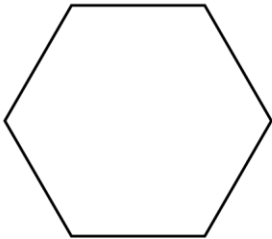# Turtle Logo: Polygons and Patterns

I can create algorithms using Turtle Logo.

Use Turtle Logo for the following tasks:

1. Create algorithms for different regular polygons. Look at the example below.

Regular hexagon	repeat 6[fd 100 rt 60]	

To draw a different polygon change the number of times the algorithm repeats and the amount that it will turn. To find the correct angle to turn, divide 360 by the number of sides. For example, a square has 4 sides so 360/4 = 90. This means that the algorithm is repeat 4[fd 100 rt 90]

2. Create a pattern by drawing a hexagon and then turning the turtle a small amount (eg rt 10) and repeating the hexagon. Continue to repeat these commands until you have created a pattern.
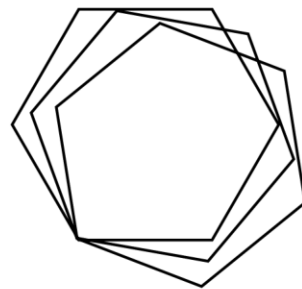
Note to Parents
Online versions of Logo are available, just search for "Turtle Logo" or "Turtle Academy".
An algorithm is a set of precise instructions.