

# “Turtle Tuesday” Logo Challenges

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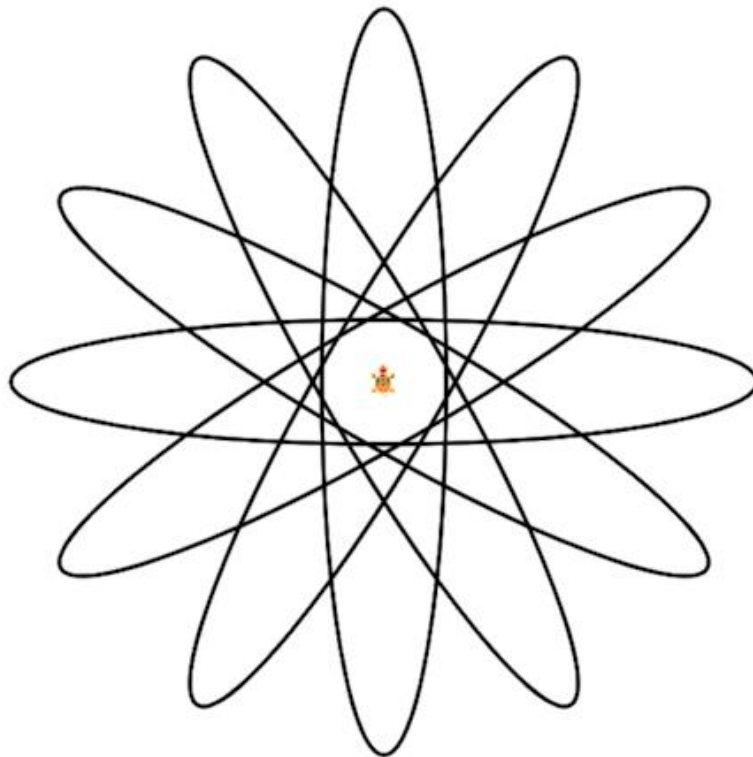
This month’s challenges are inspired by the new [Logo Learning Center](#).

**February 4, 2025**

## Challenge No. 123

For Logo users

Can you draw this design using STAMPOVAL?



[Read more about STAMPOVAL in the Logo Learning Center.](#)

### Our Solution:

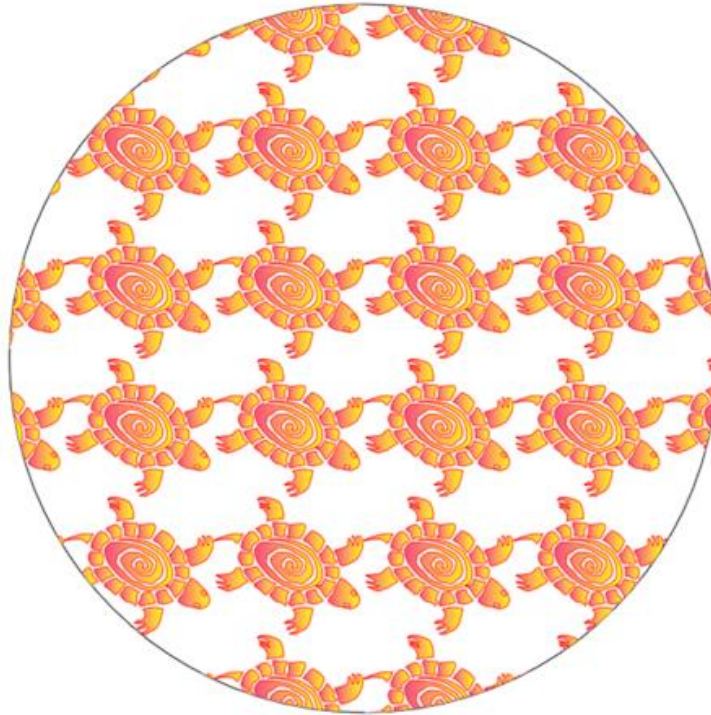
```
SETWIDTH 3  
REPEAT 12 [(STAMPOVAL 300 50 FALSE HEADING) SETH (HEADING + 30)]
```

**February 11, 2025**

## **Challenge No. 124**

For Logo users

Did you know that you can fill a background area with the shape of a turtle?



### **Our Solution:**

These are the instructions ([https://resources.terrapinlogo.com/weblogo/learning\\_center/patterns](https://resources.terrapinlogo.com/weblogo/learning_center/patterns)):

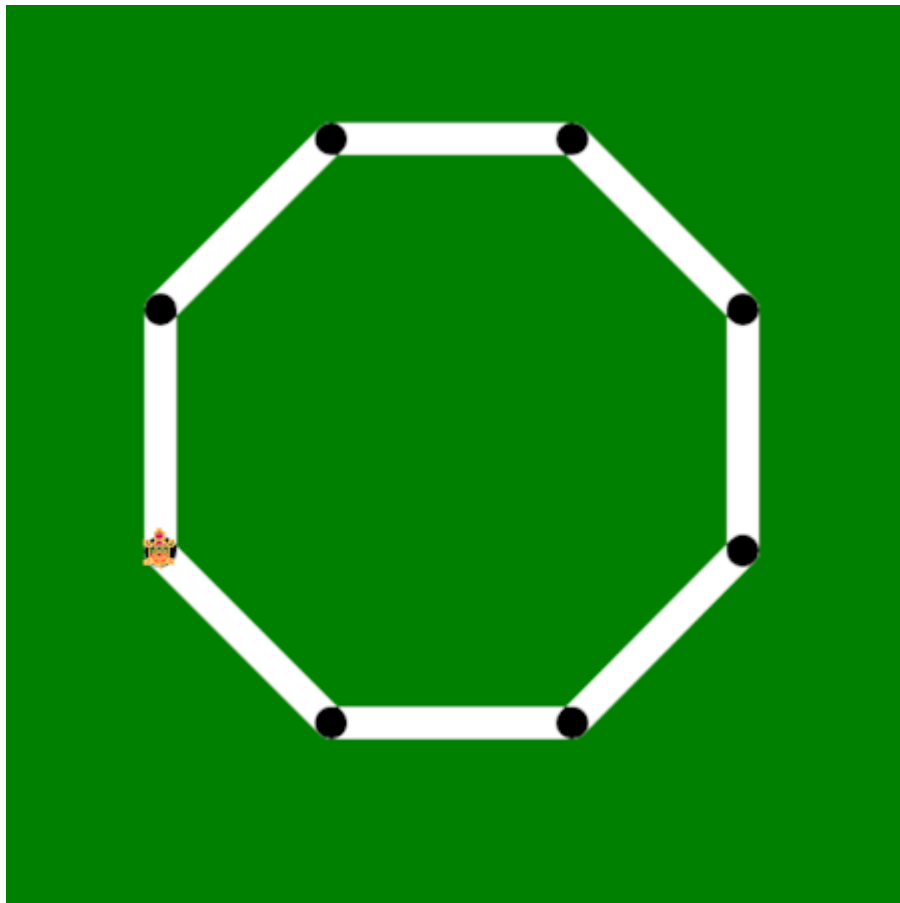
1. Set a number of turtles that is greater than 11 (the highest standard pattern number):  
**SETTURTLES 15**
2. Hide Turtle 0 with **HT**.
3. Set the active turtle to 12 using **TELL 12**.
4. Show the turtle with **ST**.
5. Put its pen down with **PD**.
6. Open the Toolbox window from the Window menu and find a shape you like. We'll use the Turtle in Animals.
7. Drag the shape onto Turtle 12. It now appears as the turtle.
8. Set the pattern to the shape of Turtle 12, using this instruction: **SETPATTERN 12**.
9. Use **STAMPOVAL** or **STAMPRECT** to create a shape and use a third input of TRUE to fill it, like this: **(STAMPOVAL 250 250 TRUE)**

**February 18, 2025**

## **Challenge No. 125**

For Logo users

This design uses **SETBG** along with one of the commands to change the state of the pen (plus **SETWIDTH**).



**Our Solution:**

```
PENDOWN  
SETWIDTH 20  
PENREVERSE  
REPEAT 8 [FD 150 RT 45]  
SETBG "GREEN
```

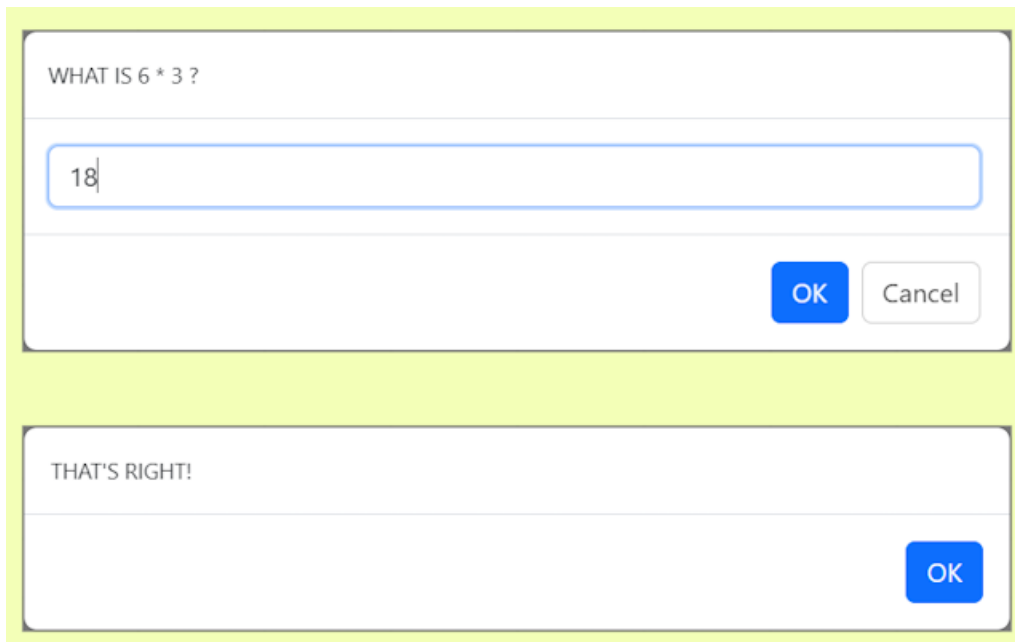
**February 25, 2025**

## Challenge No. 126

for Logo users

Can you get user input using **READPROMPT** and **ALERT**?  
Make it more complicated by using random numbers  
and a counter for how many answers were correct.

[Read about getting user input in the Logo Learning Center.](#)



### Our Solution:

```
TO QUIZ
  MAKE "CORRECT 0
  TAKEQUIZ
END

TO TAKEQUIZ
  IF :CORRECT = 5 THEN IGNORE ALERT [YOU GOT 5 CORRECT! GOOD FOR
  YOU!] STOP
  MAKE "NUM1 RANDOM 10
  MAKE "NUM2 RANDOM 10
  MAKE "ANSWER READPROMPT (SENTENCE [WHAT IS] :NUM1 "*" :NUM2 "?")
  IF :ANSWER = (:NUM1 * :NUM2) THEN MAKE "CORRECT :CORRECT + 1 IGNORE
  ALERT (SENTENCE [THAT'S RIGHT! YOU HAVE] :CORRECT [CORRECT.])
  ELSE IGNORE ALERT [NOT QUITE. LET'S TRY ANOTHER ONE.]
  TAKEQUIZ
END
```