

“Turtle Tuesday” Logo Challenges

Birthday Fun!

Maybe your birthday isn't in May, but you probably know someone who has a May birthday. Let's create some fun Logo games, food, and decorations!

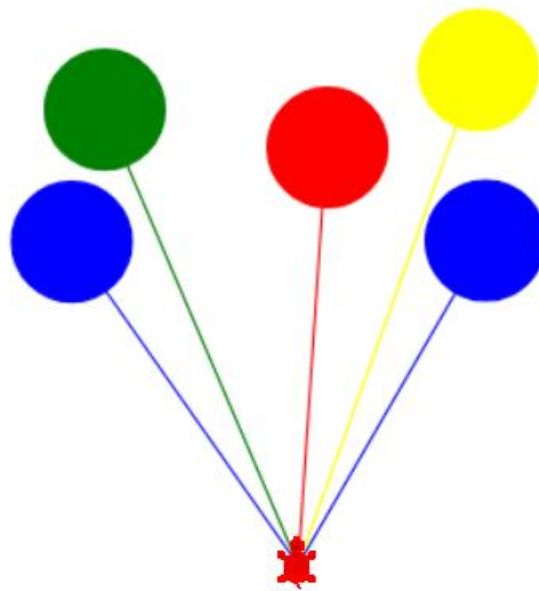
May 6, 2025

Challenge No. 136

For Logo and *Kinderlogo* (Level 4) users

Can you make some balloons like these?

Try writing a procedure that chooses a random color and a random position to draw each balloon.



Our Solution:

```
TO BALLOONS  
  REPEAT 5 [BALLOON]  
END
```

```
TO BALLOON  
  SETPC PICK [RED GREEN BLUE ORANGE YELLOW PURPLE PINK]  
  IF (RANDOM 2) = 1 THEN RT RANDOM 35 ELSE LT RANDOM 35  
  PU FD 175 + RANDOM 100 PD  
  (STAMPOVAL 30 30 "TRUE)  
  HOME  
END
```

May 13, 2025

Challenge No. 137

For Logo users

Let's teach the turtle how to juggle!

Juggling can be a fun birthday activity, with or without the turtle.

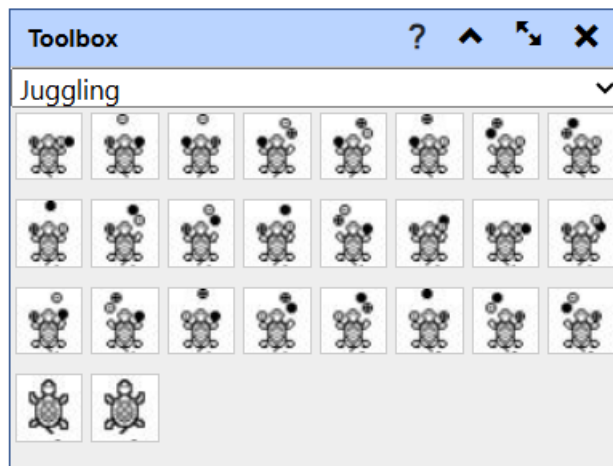
There are ready-made juggling shapes in Logo's Toolbox.

Hover over each shape to see its name.

It's up to you to set the shape, make the turtle bigger and add some timing.

Set the turtle's shape with an instruction like this:

```
SETSHAPE " | ~HOME/TOOLBOX/JUGGLING/JUGGLE0 .PNG |
```



Our Solution:

```
TO JUGGLE
  DRAW SETTURTLESIZE 6
  TURTLEJUGGLE 0
END

TO TURTLEJUGGLE :NUMBER
  IF :NUMBER > 19 [TURTLEJUGGLE 0 ]
  SETSHAPE (WORD " | ~HOME/TOOLBOX/JUGGLING/JUGGLE| :NUMBER ".PNG)
  WAIT 100
  TURTLEJUGGLE :NUMBER + 1
END

JUGGLE
```

May 20, 2025

Challenge No. 138

For Logo users

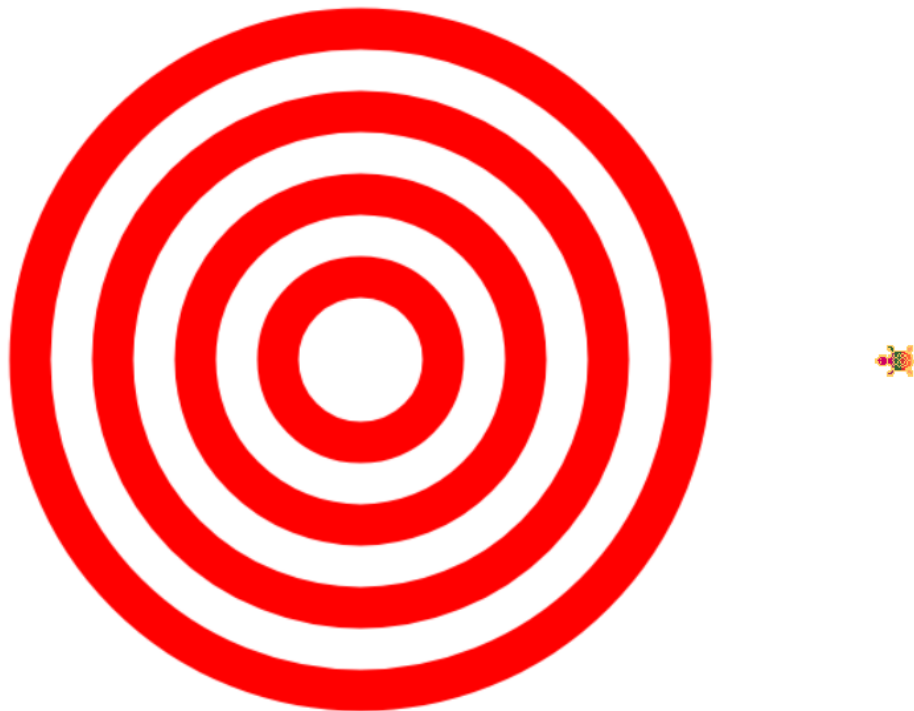
Can you invent your own dart game for you and your friends to play?

First create a dartboard. Use TURTLETEXT if you want to add a point value for each ring.

Either use FORWARD with a number to estimate how far the turtle should move to get to the center.

Or, write a procedure that goes forward a random distance.

It's up to you to write the rules for your game. Have fun!



Our Solution:

```
TO DARTBOARD
DRAW
SETPC "RED
SETW 25
STAMPOVAL 200 200
STAMPOVAL 150 150
STAMPOVAL 100 100
STAMPOVAL 50 50
PU SETXY [325 0] ; or a different location
PD SETH 270
SETPC "BLACK
PENUP
END
```

```
TO DART :NUMBER
FD :NUMBER
END

TO RANDOMTOSS
PU FD 150 + RANDOM 400
END
```