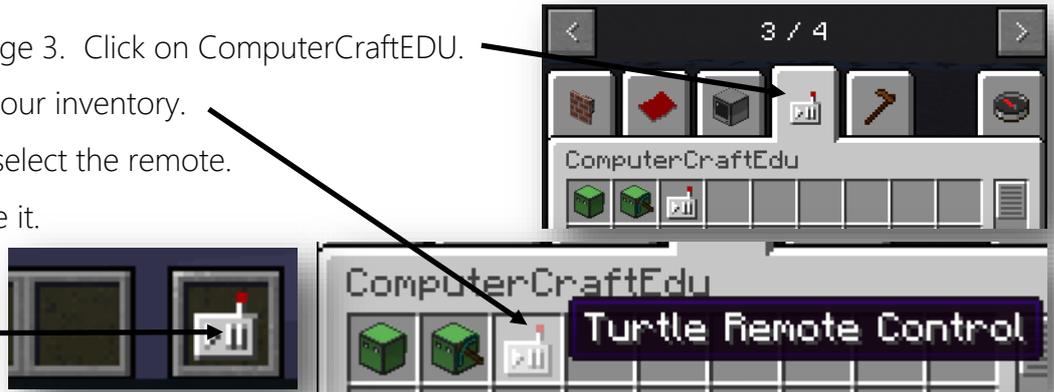


TURTLE TRAINING 1

1. Press E and go to page 3. Click on ComputerCraftEDU.
2. Add the remote to your inventory.
3. Press Esc, and then select the remote.
4. Right click to activate it.

It will appear to the right of your toolbar.



5. Now do the same thing and add the two turtles to your toolbar. Go and find a lane at the Turtle Track and place your beginner turtle (not mining) on the stone track in front of your chosen number.

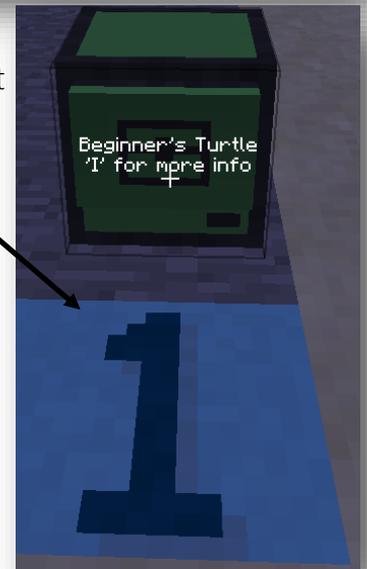
6. Stand on your number and right click on the turtle. You will see the remote interface

7. Customise your turtle

8. Click on the remote to view the controls

9. Work out how to get your turtle to the orange line and back to your number by using the remote (9 clicks on the remote)

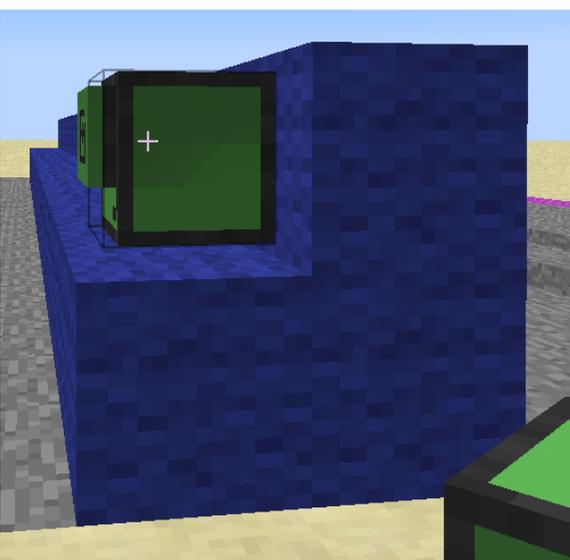
10. Type 't' and '(your name) finished' when you make it



Challenge

You need to use the remote to control the turtle from the starting number block all the way to the purple finishing line. You need to go over and under blocks to get there. You will be allowed to fly to get in a good position to fly. Write your movements in the table below.

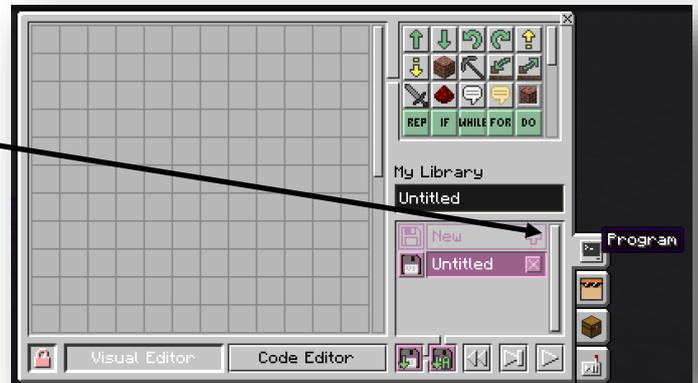
Hint - to escape from the remote to move around, press 'Esc'.



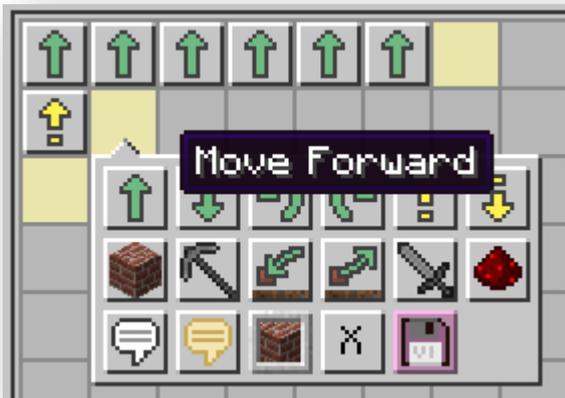
1	↑	9	17	25
2	↑	10	18	26
3		11	19	27
4		12	20	28
5		13	21	29
6		14	22	30
7		15	23	31
8		16	24	32

TURTLE TRAINING 2

1. Destroy the turtle on the purple line
2. Go back to the starting blocks and place another beginner turtle on your block
3. This time we will write a code to make the turtle get to the end
4. Right click on your turtle to get the remote
5. Choose 'Program'
6. Name the program 'Turtle Track'



7. Look at your list of commands on the previous page. Click in the coding area to add the same commands. When you are ready to test your program, click on 'Run'



8. If something goes wrong, you can hove over the red square to see the error



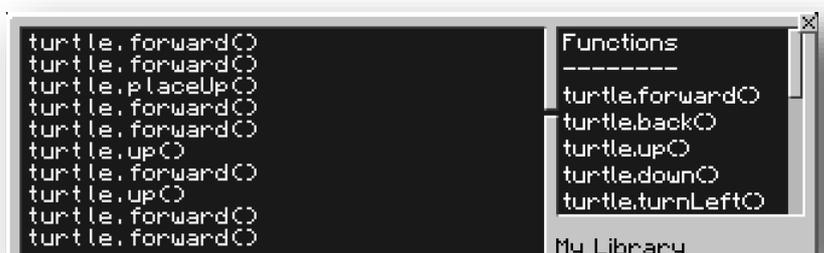
9. You can use the other buttons to reset and test to find the error



Challenge

On the remote, click on Program and Code Editor.

Find your own space and experiment with using code to control turtles.



TURTLE TRAINING 3

1. Climb the ladder up the grass block
2. Take a position behind a blue or sandstone block
3. Place a mining turtle on your block
4. This time we will write a code to make the turtle build a bridge to the other block
5. Firstly, you need to load the turtle with blocks. Press 'e' and choose the block you want to use
6. Hold down 'shift' and click on the block. Drag it to your toolbar
7. Right click on your turtle and choose 'Inventory'
8. Drag the block to the first space
9. Click 'Program', 'New' and name this program 'Bridge'
10. Click in the first program square and choose



11. Then, guess the distance to the other side. Add that number next to repeat
12. There are 3 more blocks to add
13. Play the program and keep testing until you get it right
14. Type 't' and enter
15. Type 'Finished!' when do



Challenge

The turtles can also mine underground. Place a turtle in the trench near the bedrock section.



Choose the turtle vision view and collect 10 gold ore block and 10 diamonds. Then, retrace your steps to get back to the trench.



Remember to 'Undo' if you want to start again. You can also type 'm' to teleport to the surface or respawn.

