


## Exercise 3 - How to give directions

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1. Name your script *Exercise 3 - Directions*.
  2. On your own, think of a rather complex path (8+ commands) that you want your turtle to go.



3. Come together with a partner. Decide who is part A and who is part B.
4. Part B opens a new script that they name *Exercise 3 - Description*. Now, part A describes part B how they should direct their turtle with the help of the script *Exercise 3 - Directions*. When you are done, compare your results. If part B has a different result, look where they went wrong. Correct the paths if necessary.
5. Switch roles. Part B now describes the way that part A has to follow with their turtle. Part A has to open a new script called *Exercise 3 - Description*. Repeat step 4.  
Be prepared to present your path to the class!



You have **40 minutes** for this exercise.



If you need help, have a look at the scaffolding material *Scaffolding-Material Exercise 3*.