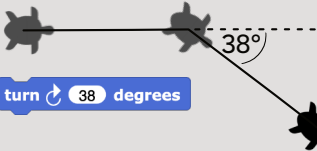


# Changing Directions



turn 15 degrees

turn 15 degrees

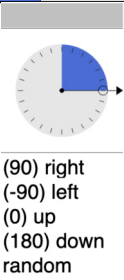


turn 38 degrees

You can set the direction of the turtle to an **absolute** value with the **point in direction** block.

You can change the direction of the turtle **relatively** to its current direction with the **turn** block.

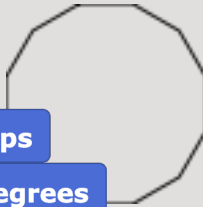
point in direction 90



repeat 12

move 20 steps

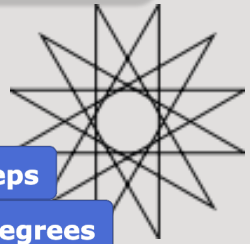
turn 30 degrees



repeat 12

move 100 steps

turn 150 degrees



Try using the turn block in combination with the move block. Try different angles and repeats.

You can always keep track of the turtle's current direction by **checking the box** in front of the direction block **in the palette**.

This will show a **watcher** with the direction **on the stage**.

direction

90



direction

Sprite direction 90

# Drawing Arcs

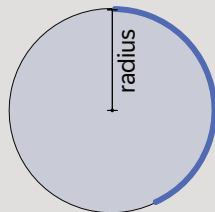


arc ↻ radius: 50 degrees: 155

The **arc** blocks let you draw parts of a circle.

The **radius** regulates the size of the circle, the **degrees** how much of the circle is drawn.

You can decide between clockwise and counter-clockwise turning arcs.



arc ↻ radius: 50 degrees: 60

arc ↻ radius: 50 degrees: 240

arc ↻ radius: 20 degrees: 240

arc ↻ radius: 50 degrees: 240



Different angles.

Different radius.

Different orientations.

You can use the arc blocks instead of the move block in scripts you have programmed already.

Try using the arc blocks as petals for a flower, a wavy line or in general as a way to build repetitive shapes.

