

Turtle command cards

Cut out the 24 cards. Keep one set per pair — every card is reusable.

The loop card. Body cards sit *inside the frame*; the runner re-runs the body **N times** from wherever the turtle is when the frame ends. Write the number in the blank slot, lay the body cards in the body area.

forward ×N

N × move_forward()

left / right / around

turn_left_90() / turn_right_90() / turn_around()

for N: [...]

loop card for _ in range(____): with the body inside

def jog(): ... and jog()

def card + the matching call card

move_forward()

move_forward()

move_forward()

move_forward()

move_forward()

move_forward()

move_forward()

move_forward()

turn_left_90()

Cut along the dashed lines. Start each cut on a straight edge, one clean cut per card, then keep the set in an envelope — nothing gets thrown away; cards are used again every level.

```
turn_left_90()
```

```
turn_left_90()
```

```
turn_left_90()
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```
turn_right_90()
```

```
turn_right_90()
```

```
turn_right_90()
```

```
turn_right_90()
```

```
turn_around()
```

```
turn_around()
```

```
turn_around()
```

```
for _ in range(____):
```

```
    body cards inside
```

```
for _ in range(____):
```

```
    body cards inside
```

```
for _ in range(____):
```

```
    body cards inside
```

```
def ____():
```

```
    ____()
```