

**Turtlestitch Maths**

*Translation using coordinates*

Read the coordinates card before you start.

1. Copy this program.

```

go to x: 50 y: 70
running stitch by 10 steps
go to x: 100 y: 70
go to x: 100 y: 210
go to x: 50 y: 210
go to x: 50 y: 70
stop running
    
```

2. Add these blocks to the program. Fill in the coordinates to redraw the shape, moving it by 100 to the right.

```

go to x: ● y: ●
running stitch by 10 steps
go to x: ● y: ●
go to x: ● y: ●
go to x: ● y: ●
go to x: ● y: ●
    
```

3. Copy this program.

```

go to x: 100 y: -170
running stitch by 10 steps
go to x: 200 y: -170
go to x: 100 y: -80
go to x: 100 y: -170
stop running
    
```

4. Add these blocks to the program. Fill in the coordinates to redraw the shape, moving it up 130.

```

go to x: ● y: ●
running stitch by 10 steps
go to x: ● y: ●
go to x: ● y: ●
go to x: ● y: ●
go to x: ● y: ●
    
```

5. Copy this program.

```
go to x: 25 y: 20  
running stitch by 10 steps  
go to x: 100 y: 50  
go to x: 150 y: 0  
go to x: 25 y: 20  
stop running
```

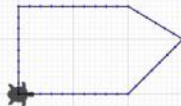


6. Add these blocks to the program. Fill in the coordinates to redraw the shape, moving it right 70 and down 40.

```
go to x:    y:     
running stitch by 10 steps  
go to x:    y:     
go to x:    y:     
go to x:    y:   
```

7. Copy this program.

```
running stitch by 10 steps  
go to x: 0 y: 80  
go to x: 100 y: 80  
go to x: 150 y: 50  
go to x: 100 y: 0  
go to x: 0 y: 0
```



8. Add these blocks to the program. Fill in the coordinates to redraw the shape, moving left 250 and down 80.