

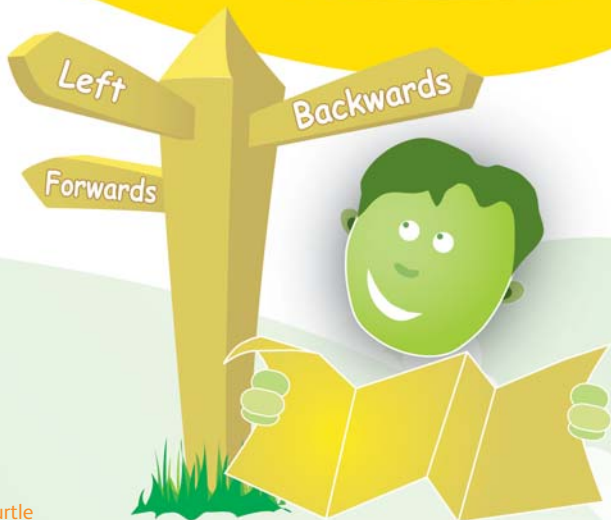


## Getting Started Guide

# Textease Turtle

Flexible on-screen turtle graphics at your fingertips

# CT



## Foreword

**Textease Studio CT** is the single biggest Softease development since the company's launch of Textease in 1994. We have listened to thousands of teachers who use Textease every day to drive this development.

Textease Studio CT is a fully integrated set of software tools. This revolutionary principle means that all the tools have the same easy to use interface and, because they all work in a similar way, having mastered one the others are easy to pick up. Textease Studio CT has been carefully thought out to give you **NINE KEY TOOLS** in a single application making it ideal for embedding ICT throughout the curriculum.

**Textease Movies CT** - produce inspirational and exciting movies in minutes

**Textease Draw CT** - a revolutionary vector drawing tool that will turn your world around

**Textease CT** - best in class for creativity and enjoyment

**Textease Database CT** - the first multi-user database with attitude!



**Textease Paint CT** - a vibrant paint package to inspire creative young minds

**Textease Spreadsheet CT** - power and flexibility - you can count on it!

**Textease Branch CT** - a powerful and imaginative way to sort and classify

**Textease Presenter CT** - create top-notch presentations to be proud of

**Textease Turtle CT** - flexible, progressive on-screen turtle graphics

All of the above tools except Textease Movies CT  share a common interface and therefore the same desktop icon .

In addition to the Textease Studio CT tools, you will also be able to open Textease Timeline and Textease IdeasMap from the toolbar. These additional products are available to you for 30 days from installation so you can experiment away and get a real flavour for their classroom potential. If these additional products are not purchased, the demonstration versions will expire after 30 days.

### Community @ Home Licence

Don't forget our Community @ Home licence is a great way to provide pupils and teachers with the same software they have in school for use at home.

For further information about any of our products visit [www.softease.com](http://www.softease.com), call sales on **01335 343421** or email [sales@softease.com](mailto:sales@softease.com).

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## Introduction

Textease Turtle CT is a fully functional and flexible logo program. There are different levels within this program which allow for progression making Textease Turtle CT suitable for Key Stages 1 to 3.

At the simplest level pupils use on-screen buttons to control direction and distance as the turtle moves on the page. The more advanced levels introduce pupils to simple programming enabling them to write sequences of movements (procedures) and run these to create repeating patterns.

## Getting Going

- Go to the 'Start' button on your desktop and in 'All Programs' select 'Softtease' and then 'Textease Studio CT' (twice). Alternatively double click on the shortcut on your desktop. A Textease page will open, with the 'General' Textease toolbar already open (Fig.1).

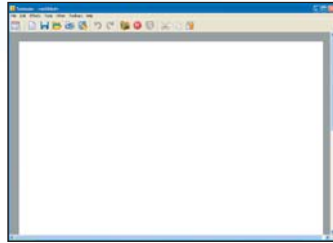



Fig.1

- Open the 'Turtle' toolbar by clicking on the 'Toolbar control' button  then click in the appropriate box (Fig 2).
- The 'Turtle' menu will be added to the menu bar and the 'Turtle' toolbar will open containing the 'Add turtle', 'Keypad', 'Run procedure' and 'Stop procedure' buttons (Fig.3).

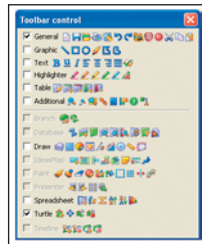


Fig.2

- Additional toolbars can be opened or closed at any time within the 'Toolbar control' window. (Click on the 'Toolbar control' button to access this window.)




Fig.3

**Remember that you are working within Textease so all the usual functionality of Textease in terms of effects and links etc. are available to you. (See the Textease CT Getting Started Guide for further details.)**

## Placing a Turtle on the Page

A turtle is a generic name for an object that is controlled by the logo language. In Textease Turtle CT there are a number of existing turtles to select from, or you can make your own turtle from any object (text or an image). In addition, you can create and control many turtles, as a group or independently, on the same page. (See the example "Aerobatics" in the 'Resource Bank' which has four turtles following a procedure simultaneously.)

### Use the Default Turtle

- Click on the 'Add turtle' button  on the 'Turtle' toolbar.
- The default turtle will be placed in the centre of the screen in its home position (Fig.4). (NB. To place the turtle in the centre of the page rather than near the top, scroll down to the middle of the page before clicking on the 'Add turtle' button.)

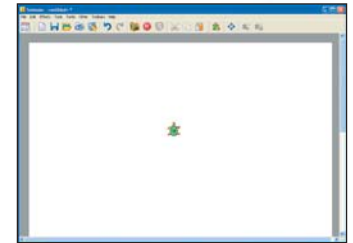


Fig.4

### Select a Turtle from the Resource Bank

- Click 'Turtle' on the menu bar then 'New turtle...'
- The Resource Bank will open displaying the 'turtle' folder (Fig.5).
- Click on a turtle to select it. The

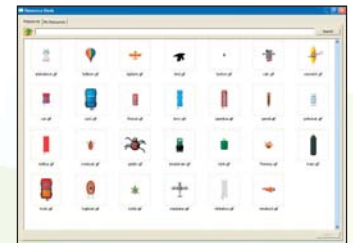


Fig.5

turtle will be placed in the centre of the screen in its home position and the 'Resource Bank' window will close automatically. (NB. To place the turtle in the centre of the page rather than near the top, scroll down to the middle of the page before selecting a turtle.)


## Make an Object into a Turtle

(See the example 'Floppy's Walk' in the 'Resource Bank'.)

- Place an object (e.g. a clipart image) on the page and select it.
- Click 'Turtle' on the menu bar then 'Make turtle'. The selected object is now a turtle.

## Controlling a Turtle with the Keypad

The easiest way to control a turtle is by using the keypad. The keypad has three levels to choose from: yellow (picture buttons), green (basic logo commands) and blue (basic logo shortcuts). All three keypads introduce pupils to the concepts of forward, backward, turn left, turn right, home, clean trail, pen up and pen down.

To use the keypad either click on the 'keypad' button  on the 'Turtle' toolbar or select 'Turtle' on the menu bar then 'Keypad'. (The keypad will open at yellow level (Fig.6), click on a different colour in the top left hand corner of the keypad window to change levels.)

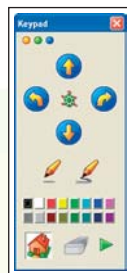


Fig.6

## Yellow Level

In this level the screen turtle is controlled using picture buttons (Fig.6). As a button is clicked the turtle will move forwards or backwards, turn to the right or to the left. Pupils can choose to have the pen down or up, with a choice of colours for the turtle's trail. There is also a button to return the turtle to its home position and one to clean the trail.

Once pupils are familiar with controlling the turtle on an empty screen they could use the keypad to move a turtle around other objects on the page or through a simple maze. (See the examples 'Obstacle Race' and 'School Journey' in the 'Resource Bank'.)

## Green and Blue Levels

In these levels pupils can control the turtle to perform more complex manoeuvres as the distance travelled by the turtle and the degree of turn can be altered. (See the 'Theseus and the Minotaur' example in the 'Resource Bank'.) Simple logo command language is introduced as textual buttons replace the yellow level pictorial ones. 'Repeat' and 'end' commands can be used, and a set of commands can be recorded as a procedure.

The difference between the green and blue levels is how the commands appear on the keypad buttons. The buttons in the green level (Fig.7) have full logo commands written on them, e.g. 'Forward 20'. In the blue level (Fig.8) the buttons have abbreviated logo

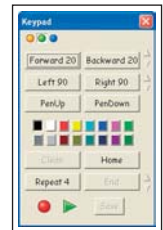



Fig.7



Fig.8

commands written on them, e.g. 'Fd 20').

- **Alter Distance and Degree of Turn**

Click on the small arrows  to the right of the command to increase or decrease the amount.


- **Repeat and End Commands**

End is a basic logo command which signifies the end of the procedure. (NB. Procedures may not run if they do not contain an 'End' command.)


By using the 'Repeat' command fewer commands have to be given to carry out the same procedure.

For example to draw a square using the green level keypad click 'Repeat 4', 'Forward 20', 'Right 90', 'End'.

- **Record a Procedure**

Click on the red 'Record' button  on the keypad.

Create your procedure using the keypad to move the turtle around.

Replay your procedure by clicking on the green 'Play' button  on the keypad.

- **Save a Procedure**

Click on the 'Save' button on the keypad. (A 'Save recording' window will automatically open.)

Give the procedure a name (for example, if you created a procedure to draw a square call it "square") and close the window.

(NB Saved procedures are only accessible from the document you are working in and cannot be opened in other documents. However, when you save the document any saved procedures will remain in the 'Procedures' list and can be used whenever that document is opened.)

## Writing Basic Logo Commands in Textease Turtle CT

A screen turtle can be given a wide range of commands to follow. These commands can be written directly on the page, within the procedures window or on the command line. Below is a list of some commonly used basic logo commands:

forward, backward,  
left, right,  
run, clean, home,  
end, repeat,  
pen up, pen down,  
north, south, east, west,


## Writing Commands and Procedures Directly on the Page

In Textease Turtle CT commands and procedures can be written directly on the page, and run, without the need to open additional windows. (See the example 'Hexagon' in the 'Resource Bank'.)

- Write the command or procedure anywhere on the page. (When writing a procedure on the page in Textease Turtle CT you do not need to use square brackets.)

For example to draw a hexagon:

```
repeat 6  
forward 40  
right 60  
end
```

- Place the cursor at the start of the procedure or command.
- Click on the 'Run procedure' button  on the 'Turtle' toolbar. The turtle will follow the command or procedure (Fig.9).

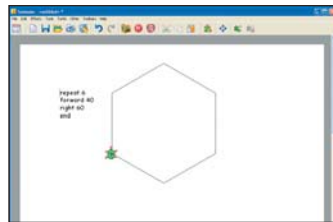


Fig.9

## Using the Procedure Window

Within the procedures window you can write (and name) new procedures, edit, delete and run procedures. A named procedure

can be called from the command line, another procedure, from a link or run directly if it is typed on the page.

By writing a procedure more advanced logo commands can be used to control the turtle compared with those available on the Textease Turtle CT keypad. For example, you can use the commands 'east' and 'west' to move the turtle sideways, whereas the keypad only allows you to move a turtle forwards or backwards. (See the example 'Which Locality' in the 'Resource bank'.)



Fig.10

Open the procedures window (Fig.10) by clicking 'Turtle' on the menu bar then 'Procedures'.

## Write a New Procedure

- Click on 'New' in the procedures window. The 'Create a procedure' window will open (Fig.11).
- Type in a name for your procedure, for example "pentagon".
- Click 'Edit'. The 'Create a procedure' window will close and the procedure editing window will open.
- Write your procedure within the squared brackets (Fig.12).

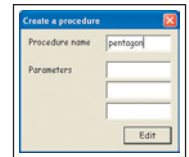


Fig.11

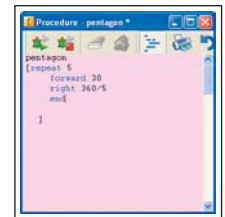


Fig.12

For example to draw a pentagon:

```
repeat 5  
forward 30  
right 360/5 (or right 72)  
end
```

- Run the procedure by clicking on the 'Run procedure' button within the procedure editing window. (When you close the procedure editing window the procedure will be saved automatically.)



## Edit a Procedure

- Open the procedures window (Fig.10 on page 13) by clicking 'Turtle' on the menu bar then 'Procedures'.
- Click to select the procedure to be edited from the list of saved procedures (displayed on the left hand side of the window) then click on 'Edit'. The procedure editing window will open (Fig.12 on page 13).
- Click on the text in the procedure editing window to edit it.

## Copy a Procedure

This is useful if you want to write a procedure that is similar to an existing one.

- Open the procedures window (Fig.10 on page 13) by clicking 'Turtle' on the menu bar then 'Procedures'.
- Select the procedure to be copied from the list of saved procedures (displayed on the left hand side of the window) then click on 'Copy'. The copied procedure will be added to the list and will have the same name as the original procedure with a number after it.
- To change the name of the copied procedure select it and open the editing window. Delete the displayed name and type in a new name for the procedure.

## Delete a Procedure

- Open the procedures window (Fig.10 on page 13) by clicking 'Turtle' on the menu bar then 'Procedures'.
- Select the procedure to be deleted from the list of saved procedures (displayed on the left hand side of the window) then click on 'Delete'.

## Run a Procedure

- Open the procedures window (Fig.10 on page 13) by clicking 'Turtle' on the menu bar then 'Procedures'.
  - Select the procedure to be run from the list of saved procedures (displayed on the left hand side of the window) then click on 'Run'.
- Alternatively, the procedure can be run from the editing window.

## Parameters

Parameters can be given to procedures which are defined each time the procedure is run. For example, by making the parameters for a procedure the number of sides to draw for a polygon, each time the procedure is run the number of sides the shape has can be changed. (See the example 'Polygon' in the 'Resource Bank'.)

- Open the procedures window (Fig.10 on page 13) by clicking 'Turtle' on the menu bar then 'Procedures' and click on 'New'.
- Name the procedure "polygon" and enter the word "sides" in the parameter box (Fig.13).
- Click 'Edit' to open the procedure editing window.
- Write the following procedure in the editing

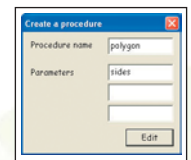


Fig.13

window within the squared brackets:

```
repeat sides  
forward 20  
right 360/sides  
end
```

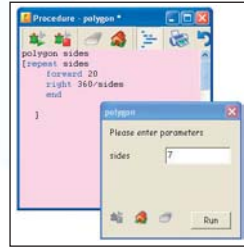


Fig.14

- Run the procedure – entering the number of sides you want the polygon to have when the parameter window opens (Fig.14).

## Using a Repeating Procedure to Create a Flower

(Based on the example 'Flower' in the 'Resource Bank'.)

A procedure can be repeated a set number of times by writing the command 'repeat', followed by a number, at the start of the procedure. Patterns can be created with the screen turtle if the repeated shape is rotated each time. To create a flower the screen turtle needs to rotate through 360 degrees.

- Place a turtle on the screen.
- Write (and save) a procedure, within the squared brackets, for creating a shape, such as a hexagon.

For example:  
repeat 6

```
forward 30  
right 60  
end
```

- Then write another procedure, named flower, which incorporates the shape procedure you have just written. (The number of repetitions will determine how many petals the flower will have. The angle the turtle needs to turn each time is 360 degrees divided by the number of repetitions.)

For example:  
repeat 12  
hexagon  
right 30  
end

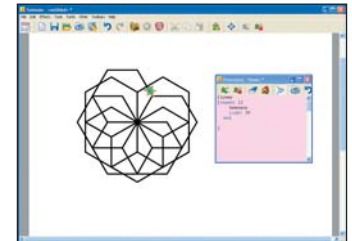


Fig.15

- Run the procedure (Fig.15).

## Using the Command Line

The command line enables pupils to experiment controlling a screen turtle using different logo commands without the need to name and save the procedure each time. (NB. Procedures written in the command line cannot be saved.)

- Click 'Turtle' on the menu bar then select 'Command line'. This will open a 'Logo command' window on the page (Fig.16).
- Type in your command (for example: "forward



Fig.16

20”) and press return on the keyboard.

The command line also allows you to control several turtles on a page individually by naming them at the start of a command or procedure. For example, if you write “t2.forward 30” in the command line then press return, only the second turtle you placed on the page will move. A use of this could be to control individual pieces in the ‘Chess Game’ template in the ‘Resource Bank’.

Any named procedures saved in the same document already can be run from the command line. Type in the name of your procedure, for example “square”, and press return.

## Textease Turtle CT Special Features and Tools

### Turtle Details Window

Turtle properties can be viewed and changed in this window. If there is more than one turtle on the page select a single turtle to open the window, which will show the properties for the selected turtle only.

#### Pen Down and Trail Colour

You can choose whether a turtle leaves a trail or not, and what colour the trail is.

- Open the ‘Turtle details’ window (Fig.17) by clicking ‘Turtle’ on the menu bar then ‘Details’.

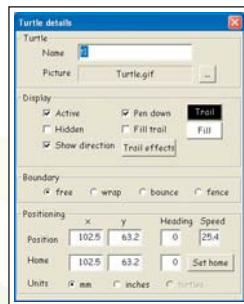


Fig.17

- In the ‘Display’ section click on the tick next to ‘Pen down’ to leave no trail.
- In the ‘Display’ section click on the ‘Trail’ button to open the ‘Trail colour’ selection window (Fig.18) then select a colour for the trail.



Fig.18

#### Fill Trail

The turtle’s trail can be filled in with a colour (Fig.19). (See the ‘Flower’ example in the ‘Resource Bank’.)

- Open the ‘Turtle details’ window (Fig.17) by clicking ‘Turtle’ on the menu bar then ‘Details’.
- In the ‘Display’ section click on the tick next to ‘Fill Trail’.
- Click on the ‘Fill’ button to open the ‘Fill colour’ selection window (Fig.20).
- Select a fill colour and close the window.

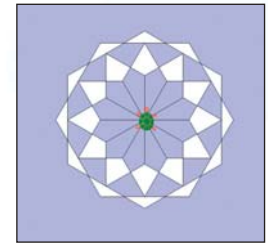


Fig.19

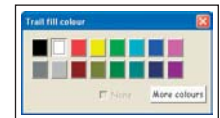


Fig.20

#### Trail Effects

The turtle’s trail can be a solid or a broken line and different widths (see ‘the ‘Hexagon’ example in the ‘Resource Bank’).

- Open the ‘Turtle details’ window (Fig.17) by clicking ‘Turtle’ on the menu bar then ‘Details’.
- In the ‘Display’ section click on the ‘Trail effects’ button to open the ‘Trail effects’ window (Fig.21).
- Select a ‘Style’ and ‘Thickness’ for your



Fig.21

trail then close the window.


## Set Home

Unless changed, using the 'Set home' button, the home position for a turtle will be wherever it was first put on the page.

- Move the turtle to where you want its home position to be.
- Open the 'Turtle details' window (Fig.17 on page 18) by clicking 'Turtle' on the menu bar then 'Details'.
- In the 'Positioning' section click on the 'Set home' button.
- Close the 'Turtle details' window.

## Logo Links

Any object on the page can be linked to a logo command or procedure so that when the object, including the turtle itself, is clicked on the turtle will move. For example, logo links have been used in the example 'Floppy's Walk' (in the 'Resource Bank') so that when pupils click on the text the turtle follows a procedure which takes it to a corresponding image, and when the turtle is clicked on it will return to its home position.

- Open the 'Additional' toolbar (See the 'Getting Going' section for details.)
- Place an object on the page (e.g. a clipart image or text) to use as a link button and select it.
- Click on the 'Links' button  (on the 'Additional' toolbar) to open the 'Links' window and click on 'Action' (Fig.22).
- Either, type the command, or the name of the procedure, you want to link into the box to the right of the word 'Logo'.

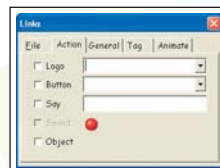


Fig.22

Or, click on the arrow to the right of the word 'Logo' to open a drop down menu of commands (Fig.23). Then click on a command to select it.

- Close the links window. (The object should now follow the command or procedure each time it is clicked on.)

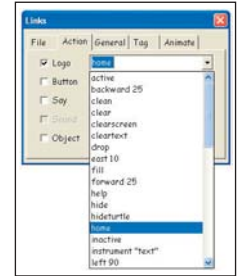



Fig.23

## Page Features

As Textease Turtle CT operates within a Textease page, objects (text or images) can be placed anywhere on the page. These objects could be used to create a maze or obstacle course for the turtle, act as a logo link, or provide instructions for a pupil activity. (See the 'Obstacle Race' example in the 'Resource Bank'.)

Remember that you are working within Textease so all the usual functionality of Textease in terms of effects and links etc. are available to you. (See the Textease CT Getting Started Guide for further details.)

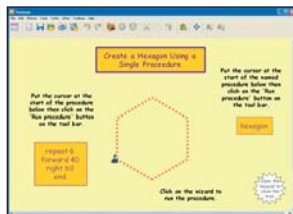
## Curriculum Examples

A number of curriculum examples using Textease Turtle CT can be found in the 'Resource Bank'  (on the 'General' toolbar).

### Use Textease Turtle CT in...

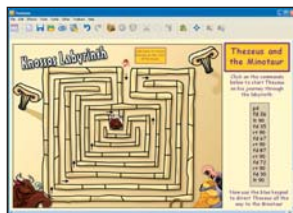
#### Numeracy

to investigate properties of shapes and develop understanding that degrees measure turns.



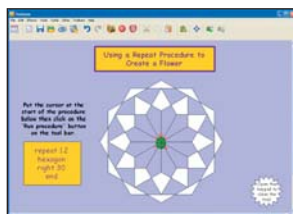
#### History

to develop pupils' skills in controlling a screen turtle as they direct Theseus through the Knossos Labyrinth to reach the Minotaur.



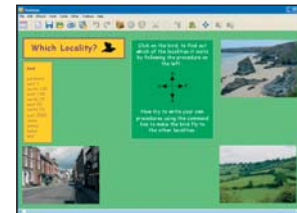
#### ICT

to create a flower using a repeating procedure.



#### Geography

to reinforce understanding of direction.




#### Literacy

to bring a story to life.



...use across the curriculum.

## Resource Bank

There are a wide range of resources that can be accessed through the 'Resource Bank' . It is divided up into four sections:

**Resources** – Contains clipart, digital photos, videos, sounds, word banks, curriculum examples and templates.

**Digital Pictures** – Import images directly from a digital camera or microscope.

**Internet** – Provides a quick link to the Internet in the same way as clicking on 'Internet Explorer'.

**My Resources** – In addition to the Textease Resources you can also access you own resources (such as those saved within 'My Documents'). To locate an item either navigate through the folders or use the keyword search.

## Keyword Search

- Click in the 'Search' box and type the name of the item you are looking for, for example "house".
  - Click on the 'Search' button. All items containing your search word will be displayed within the 'Resource Bank' window.
- NB. The search looks for all words that contain the given word, for example if you search for "cat", "cathedral" will be included within the list of items

## Further Help

This guide and all other 'Getting Started Guides' are available from the 'Help' menu.

Over 70 **cross-curricular examples** for all year groups in KS1&2 are included in the Textease Studio CT 'Resource Bank'. A series of short '**Getting Started**' **video demonstrations** can also be found on our website (from within the product select 'Help' on the menu bar, then 'On the website' and 'Getting Started videos'). For further examples and ideas on how to use these software tools effectively in the classroom, including a regularly updated 'Top Tips' section, visit our website at [www.softease.com](http://www.softease.com).

For further information about how Textease can be used to support and extend pupils of all abilities visit [www.softease.com/downloads](http://www.softease.com/downloads) where you can download '**Using Textease to Promote Inclusion and Accessibility**'.

## Sharing Ideas

We would love to see examples of how your school has used our software tools to create resources of your own. If you have any examples you would like to share with us, and other schools, please email them to [customercare@softease.com](mailto:customercare@softease.com) and we will add them to our website.

## Technical Support

Softease products are designed to be easy to use, but from time to time everyone needs some help. You can access online support at [www.softease.com/support](http://www.softease.com/support) where you will find a list of frequently asked questions, the answers to which we hope will solve your problem. If you still need help call our Technical Support team between 9am – 5pm, Monday to Friday. Outside of office hours you can email [support@softease.com](mailto:support@softease.com) and our support team will reply as soon as possible.

To contact the Technical Support team:

Tel: **01335 301200**


Email: [support@softease.com](mailto:support@softease.com)

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Your software includes a new feature to make installation of future updates quicker and easier than ever before. The software now comes with an online update button  that automatically appears on the toolbar when there is a new version available. This button can only be accessed by administrators, otherwise it will appear greyed out. The online update is downloaded via the internet, and will automatically update any previous version 6 releases installed. See the 'Installation Instructions' for further details.

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## Development Team

Development Manager: Steve Taylor

Product Development: Richard Cunningham, Rob Davies, Jane Doran, Mark Harrison, Mark Ingram, Craig Robson, Ian White, Matthew Wilcoxson

Graphic Design: Paul Gowdrige

Educational Consultants: Doug Dickinson, Fiona Panni

Project Manager: Heather Purdom

## Minimum System Requirements

Windows 98SE, 300 MHZ, 64 MB (128 MB recommended), 300 MB HDD space (600 MB recommended), resolution of 800 x 600.

## Textease Resources

700 MB HDD space.

## Additional Requirements

Windows NT requires Service Pack 6.

