

# Safety Nets



BUILD this net.  
Give this net a name?

Change line to...

FORWARD BACKWARD LEFT RIGHT

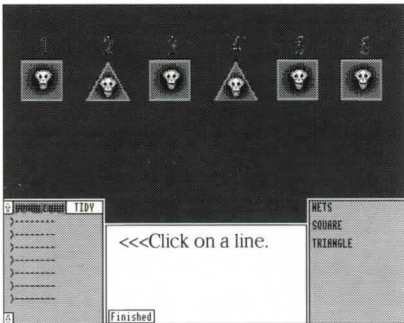
REPEAT END Delete leave

You have to draw nets of the right shape and size to catch the tins of poison.

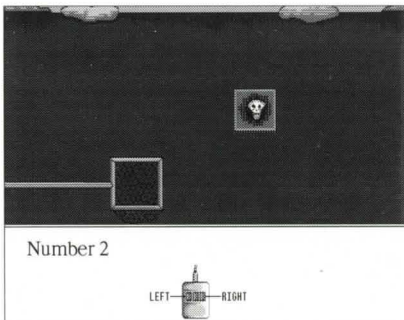
First give the net a name and then use the mouse to create a list of instructions to draw a line around the tin.

The line must fit exactly on top of the green border. You have to select how long the lines need to be, and how many degrees the turtle has to turn before continuing.

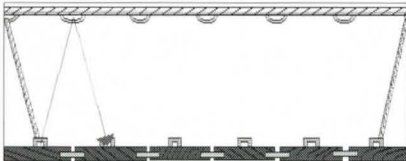
When you have drawn the nets you have to put them in the right order to catch the tins of poison as they fall over the waterfall.



Use the left and right buttons on your mouse to move the nets into the right places.



# Rope Bridges



```

3 BRIDGE.LQ48 TIDY
>
>LEFT 150
>FORWARD 100
>RIGHT 150
>FORWARD 100
>-----
>

```

REPEAT?

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18		

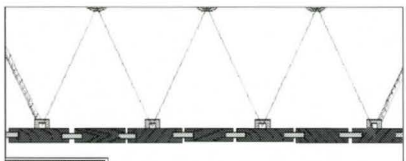
```

4 BRIDGE.LQ48 TIDY
>
>LEFT 150
>FORWARD 100
>RIGHT 150
>FORWARD 100
>-----
>

```

REPEAT?

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18		



```

5 BRIDGE.LQ48 TIDY
>RIGHT 150
>FORWARD 100
>LEFT 150
>END
>-----
>

```

Well done! Both the bridges are mended.

Go on ➔

There are some rope bridges for you to mend.

## Bridge One.

You are given the program which will mend one link of the broken bridge. You have to place an instruction at the beginning of the program to make the movement **REPEAT** the right number of times. You must also put an **END** at the end of the instructions that are to be repeated.

## Bridge Two.

First you have to make your own program to mend the first broken section of the bridge.

First work out how many degrees you need to turn the rope **LEFT** or **RIGHT** and then how far to move it **FORWARD** to reach the first top loop. Then you will have to turn and move the rope again to complete the first section.

Finally, include the number of times the procedure needs to be **REPEATED** and where it needs to **END**.