

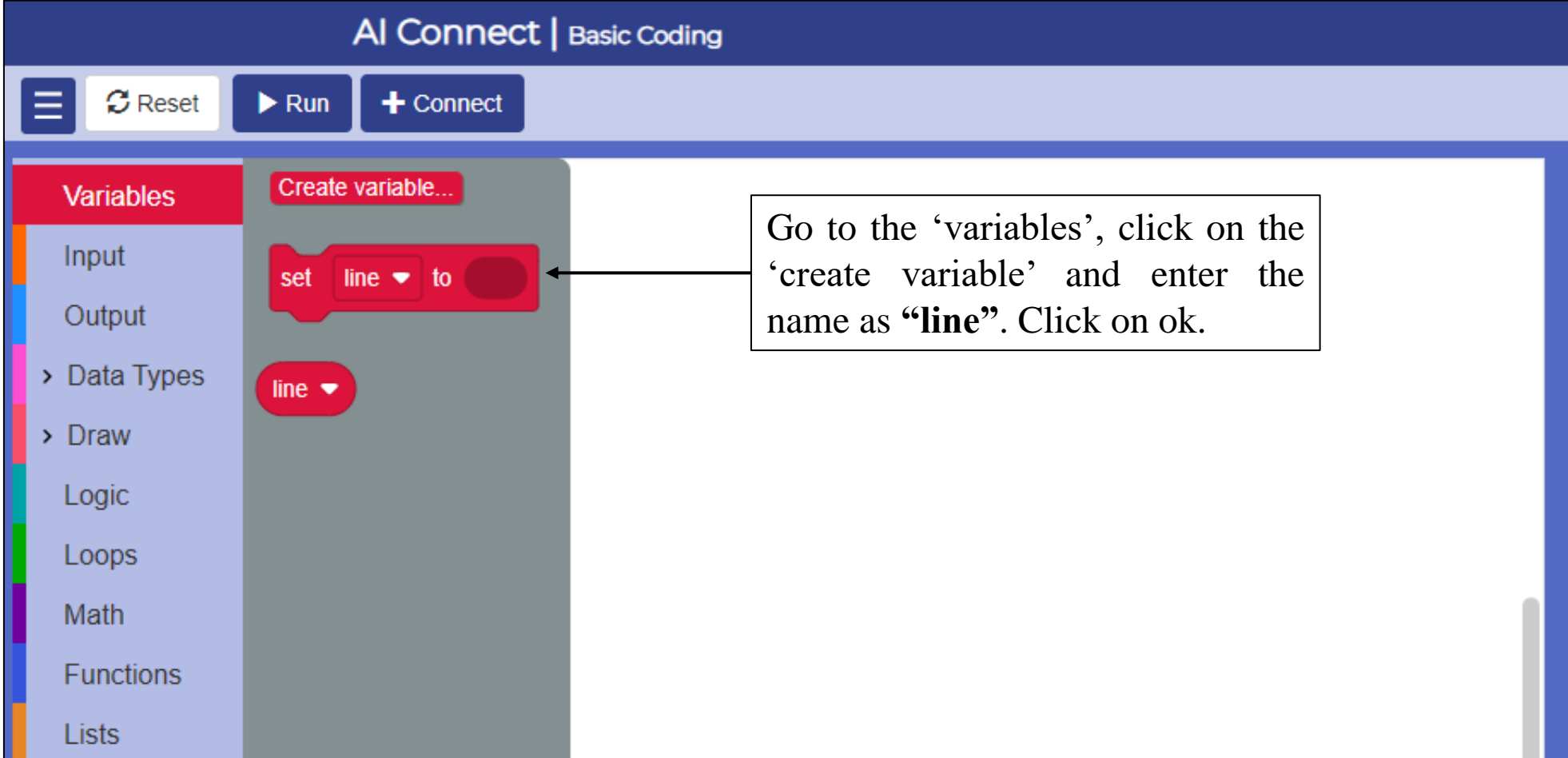


AI Connect



Activity: Draw a line.

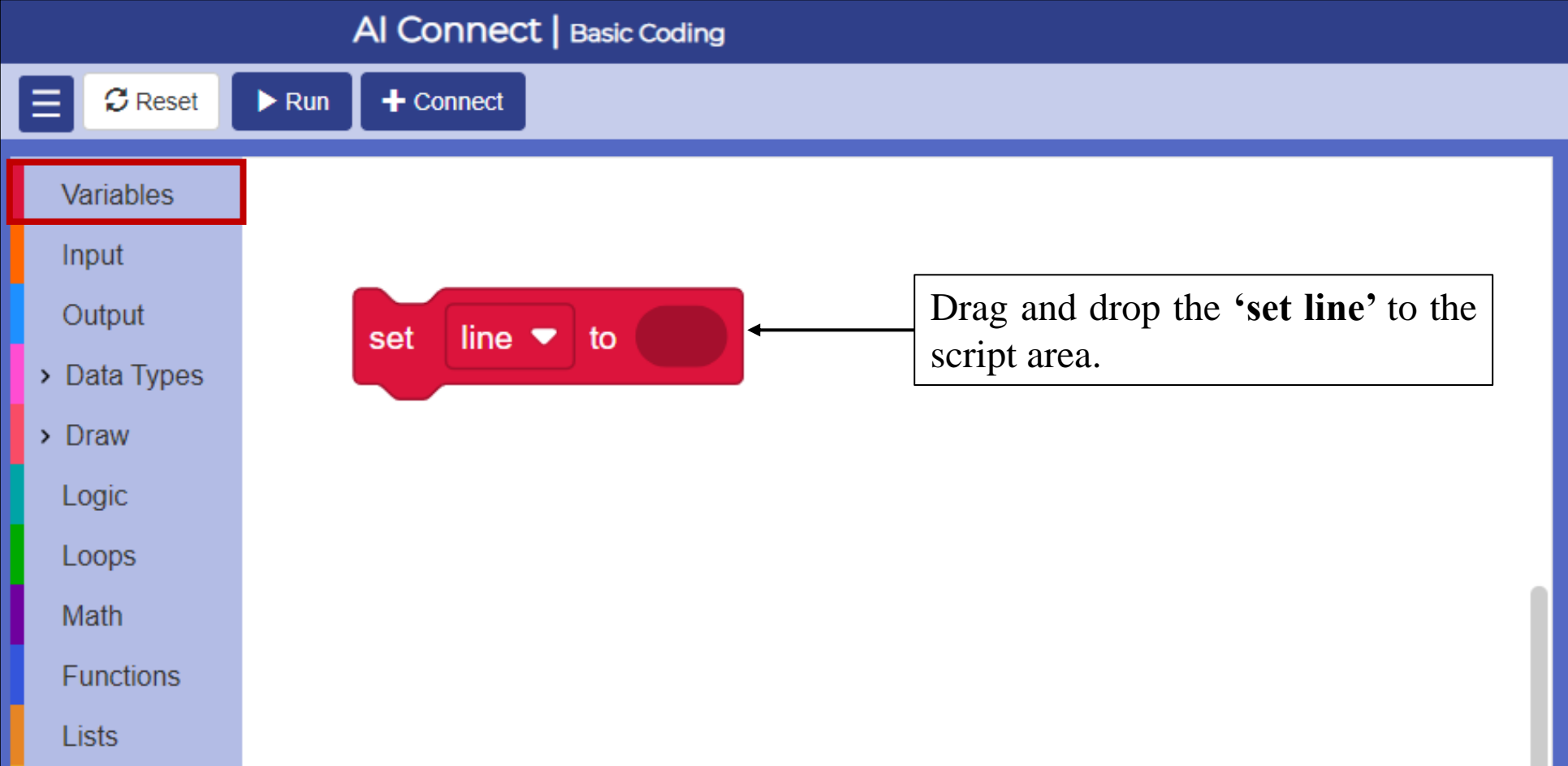
STEP 1:



The screenshot shows the 'AI Connect | Basic Coding' interface. On the left, a sidebar lists categories: Variables (highlighted in red), Input, Output, Data Types, Draw, Logic, Loops, Math, Functions, and Lists. The main workspace shows a 'Create variable...' button at the top. Below it, a red block labeled 'set line to' is being placed, with a dropdown menu showing 'line' and a red circle. Below this, another red block labeled 'line' is visible. A text box with an arrow points to the 'set line to' block, containing the instruction: 'Go to the 'variables', click on the 'create variable' and enter the name as **"line"**. Click on ok.'

Activity: Draw a line.

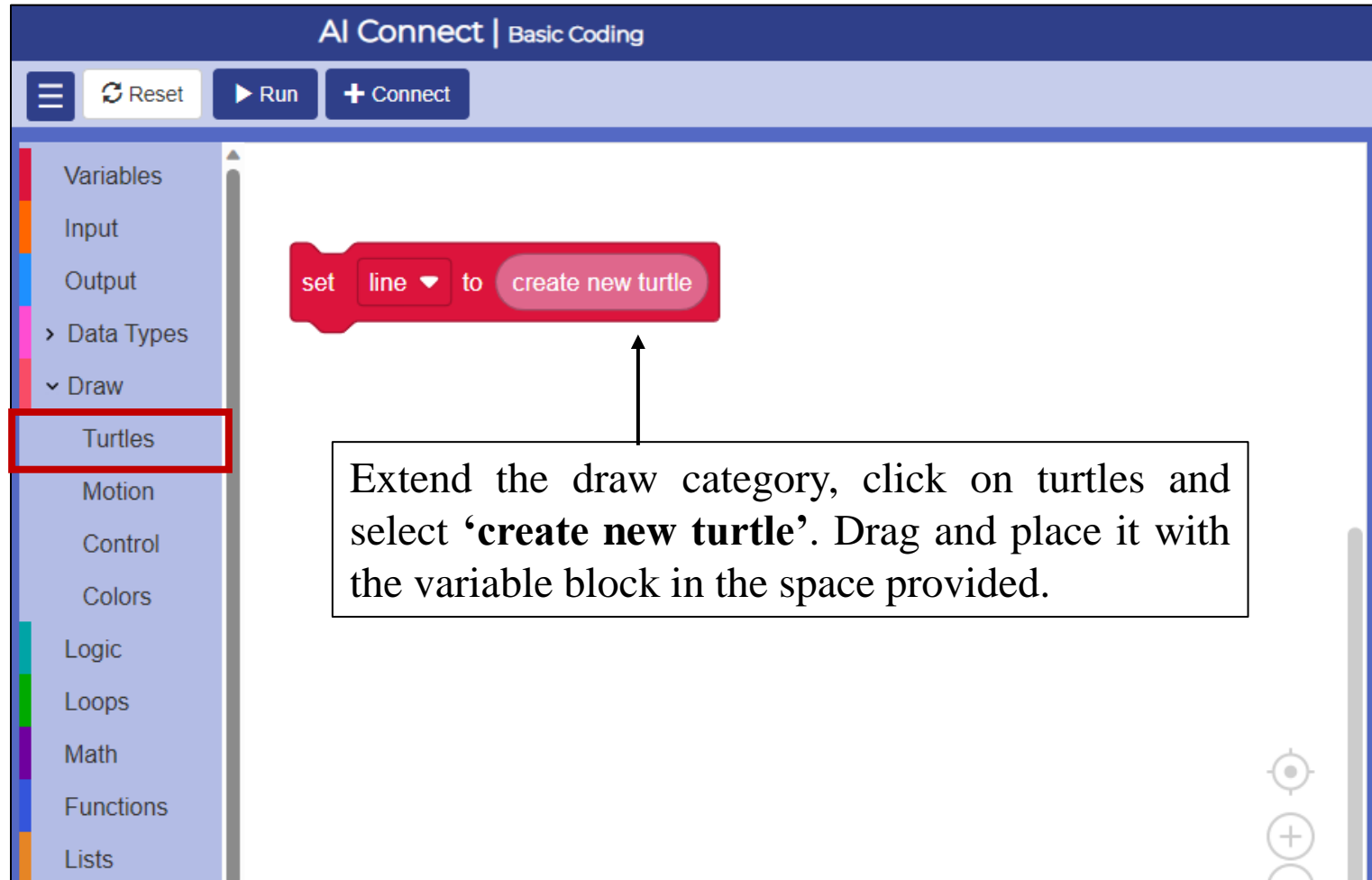
STEP 2:



The screenshot shows the 'AI Connect | Basic Coding' interface. On the left, a sidebar contains a menu with categories: Variables, Input, Output, Data Types, Draw, Logic, Loops, Math, Functions, and Lists. The 'Variables' category is highlighted with a red box. In the main script area, a red block labeled 'set line' is being dragged. A text box with an arrow points to this block, containing the instruction: 'Drag and drop the **set line** to the script area.'

Activity: Draw a line.

STEP 3:



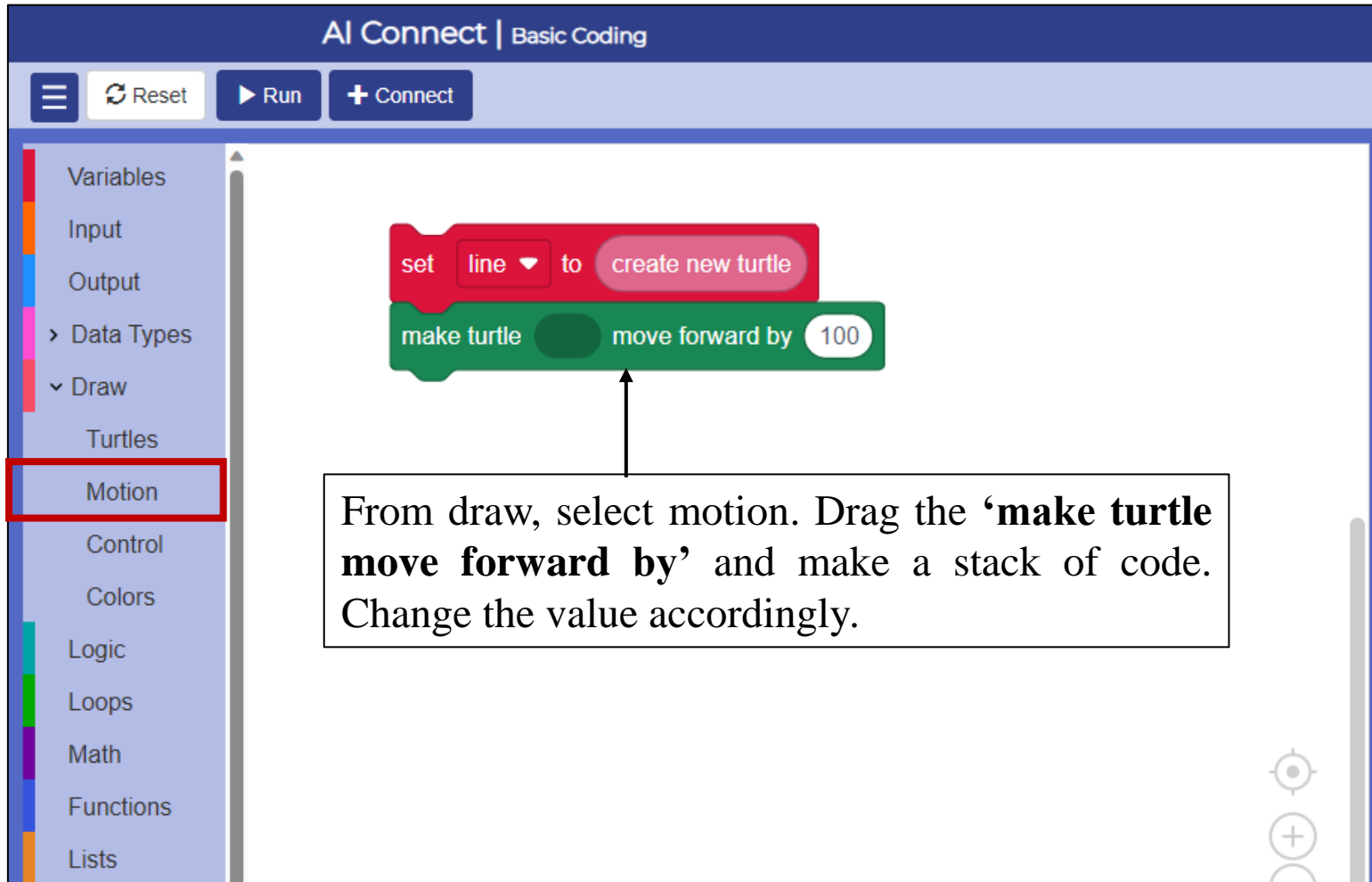
The screenshot shows the 'AI Connect | Basic Coding' interface. On the left, a category list includes Variables, Input, Output, Data Types, Draw, Turtles (highlighted with a red box), Motion, Control, Colors, Logic, Loops, Math, Functions, and Lists. In the main workspace, a red block is being assembled: 'set' followed by a dropdown menu showing 'line', then 'to', and finally a button labeled 'create new turtle'. An arrow points from a text box below to the 'create new turtle' button.

set line ▼ to create new turtle

Extend the draw category, click on turtles and select '**create new turtle**'. Drag and place it with the variable block in the space provided.

Activity: Draw a line.

STEP 4:



AI Connect | Basic Coding

Reset Run + Connect

Variables
Input
Output
Data Types
Draw
Turtles
Motion
Control
Colors
Logic
Loops
Math
Functions
Lists

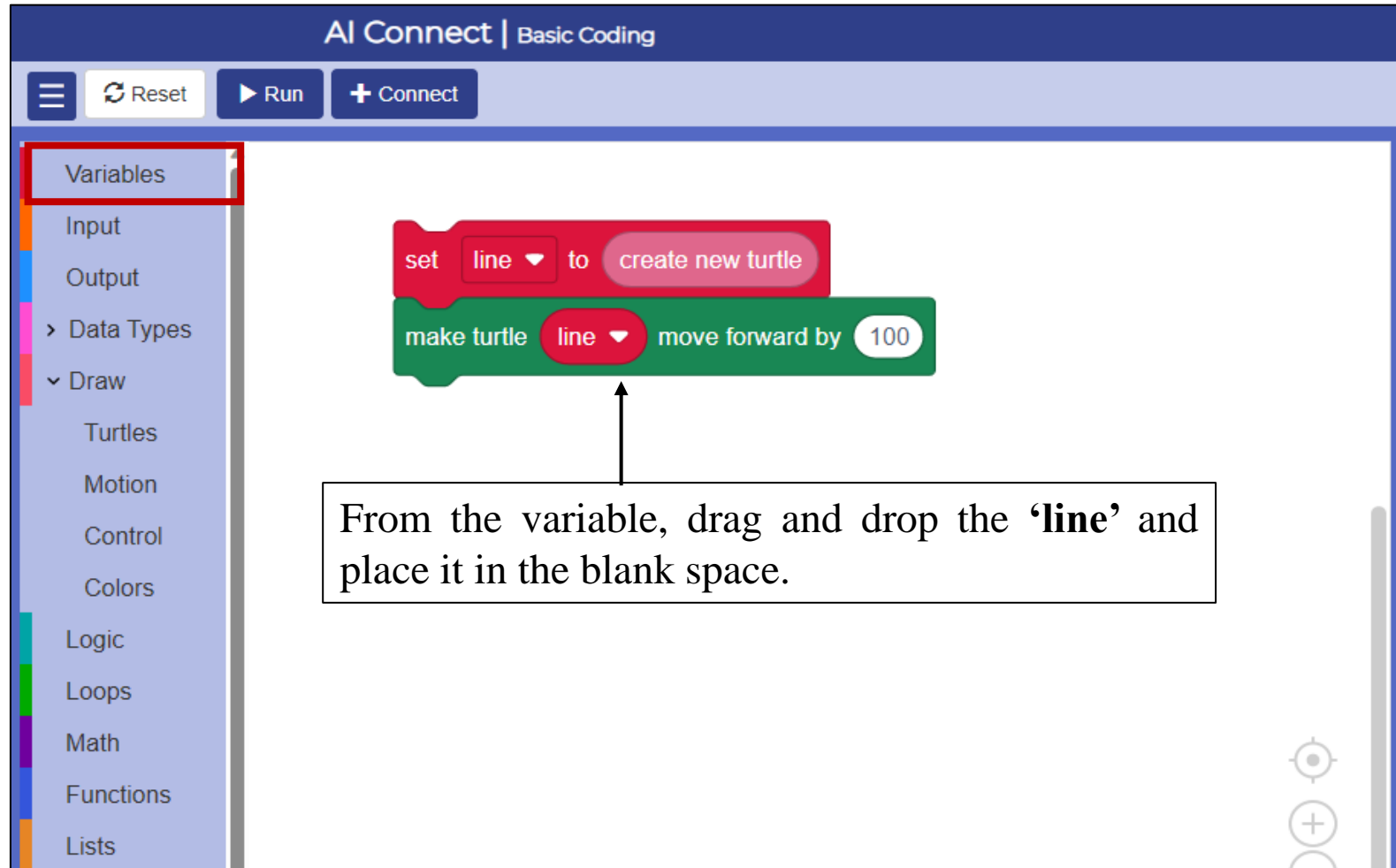
set line ▼ to create new turtle

make turtle move forward by 100

From draw, select motion. Drag the **'make turtle move forward by'** and make a stack of code. Change the value accordingly.

Activity: Draw a line.

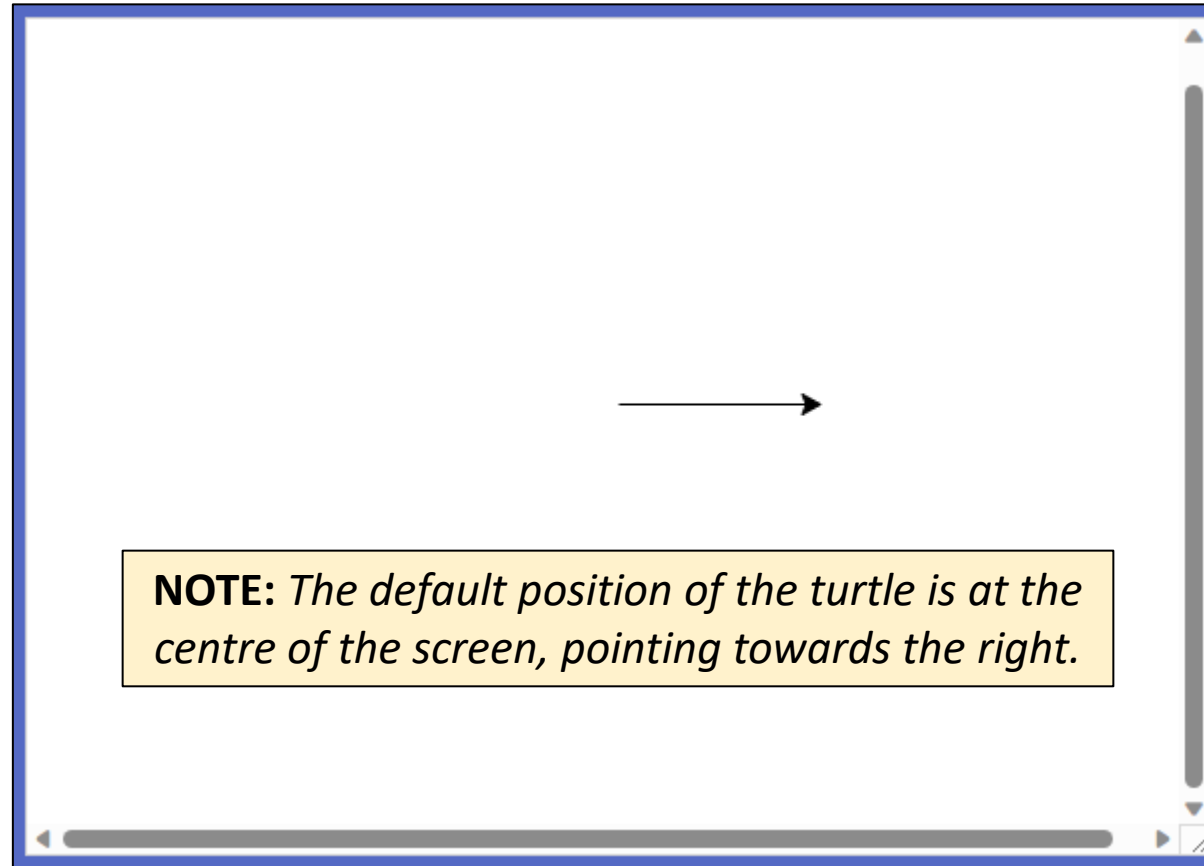
STEP 5:



The screenshot shows the AI Connect Basic Coding interface. On the left, a sidebar lists various coding categories: Variables, Input, Output, Data Types, Draw (expanded), Turtles, Motion, Control, Colors, Logic, Loops, Math, Functions, and Lists. The 'Variables' category is highlighted with a red box. In the main workspace, there are two code blocks: a red 'set' block with 'line' selected from a dropdown and 'create new turtle' as the value, and a green 'make turtle' block with 'line' selected from a dropdown and 'move forward by 100' as the action. A text box with an arrow points to the 'line' variable in the second block, containing the instruction: 'From the variable, drag and drop the 'line' and place it in the blank space.'

Activity: Draw a line.

STEP 5: Click on  .





Thank you!!

