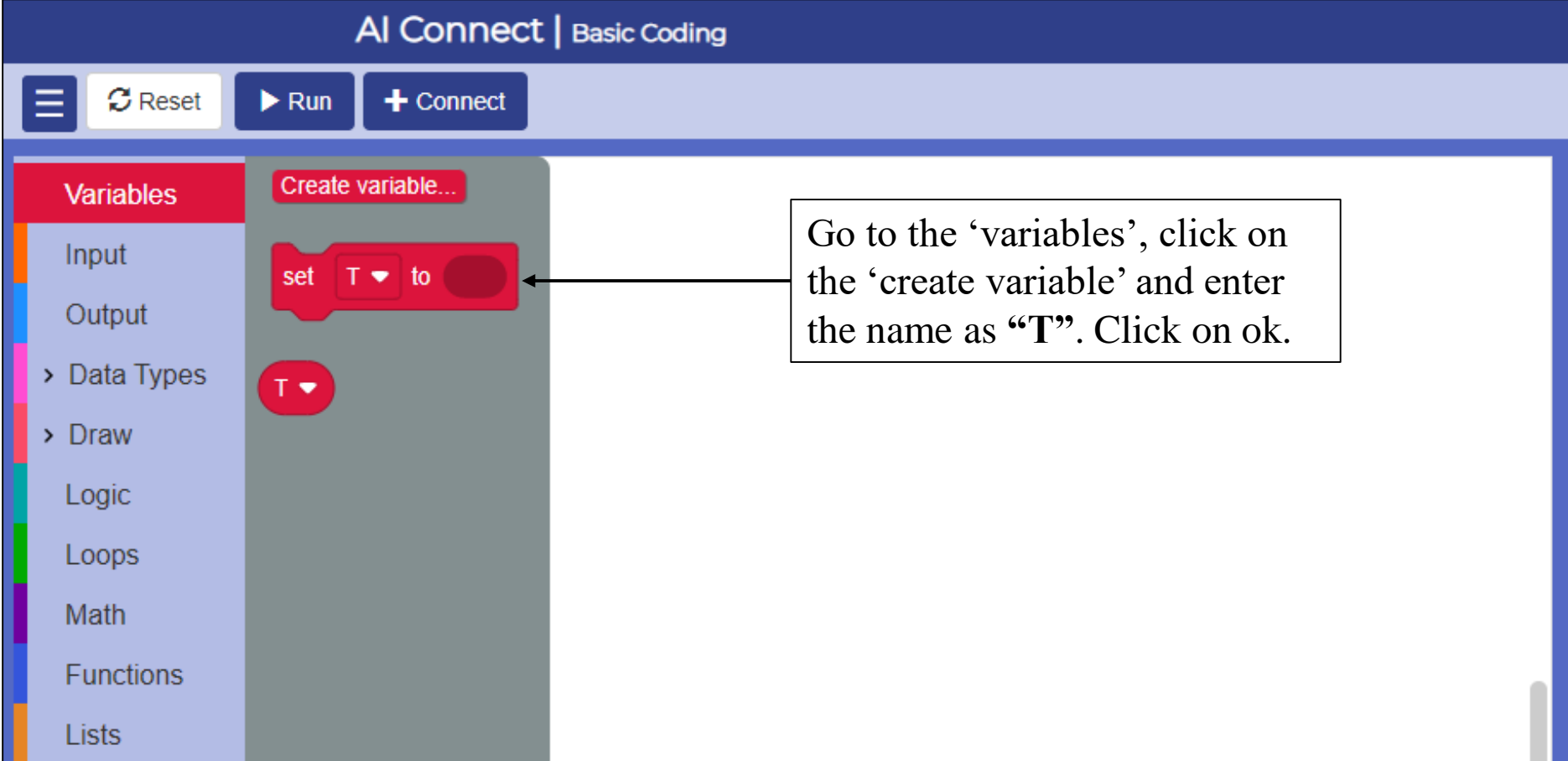




AI Connect

Activity: To change turtle cursor and width.

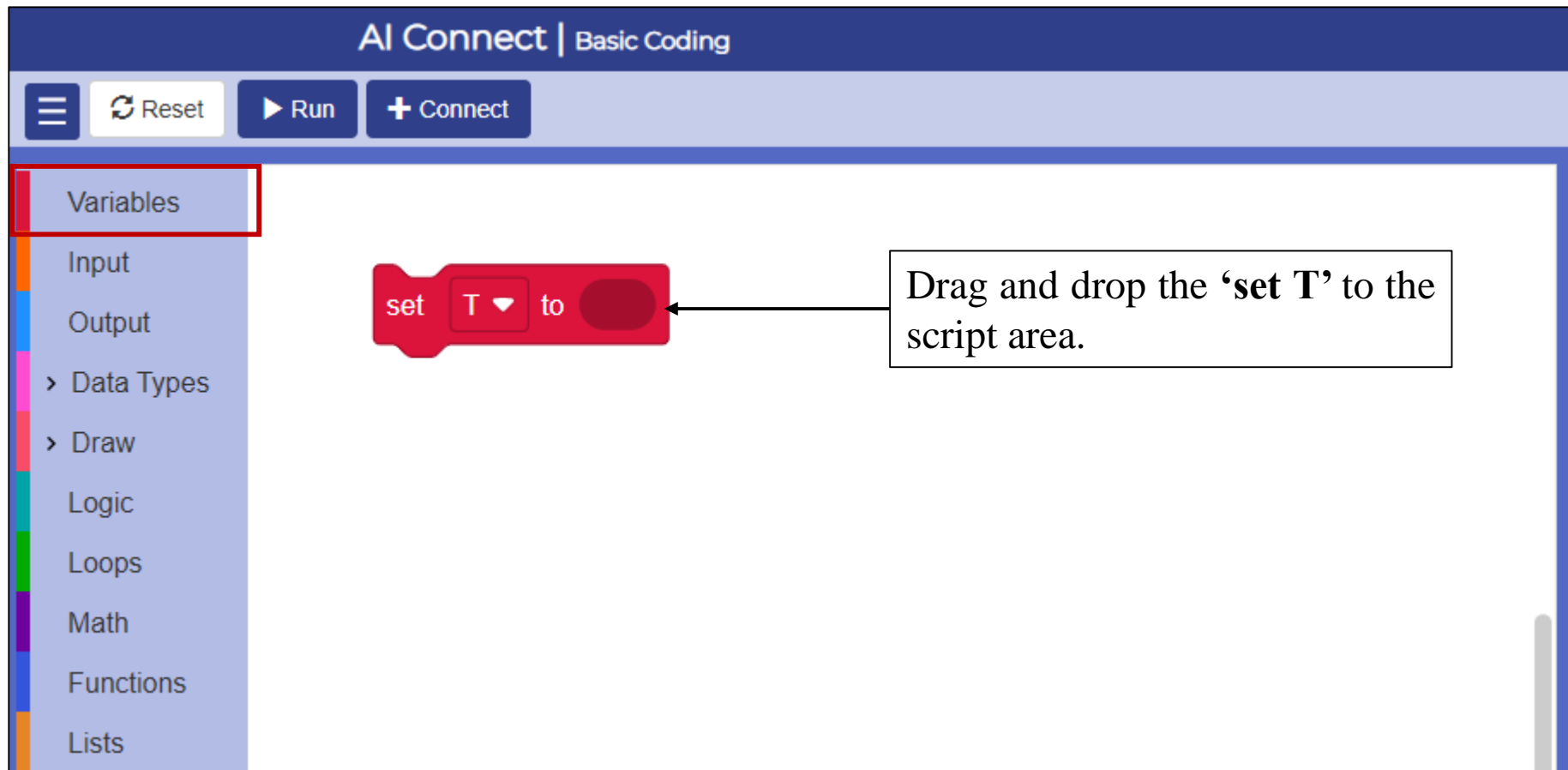
STEP 1:



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 displays a 'Create variable...' button at the top. Below it, a 'set T to' block is visible, with a red circle containing 'T' below it. A text box with an arrow points to the 'set T to' block, containing the instruction: 'Go to the 'variables', click on the 'create variable' and enter the name as "T". Click on ok.'

Activity: To change turtle cursor and width.

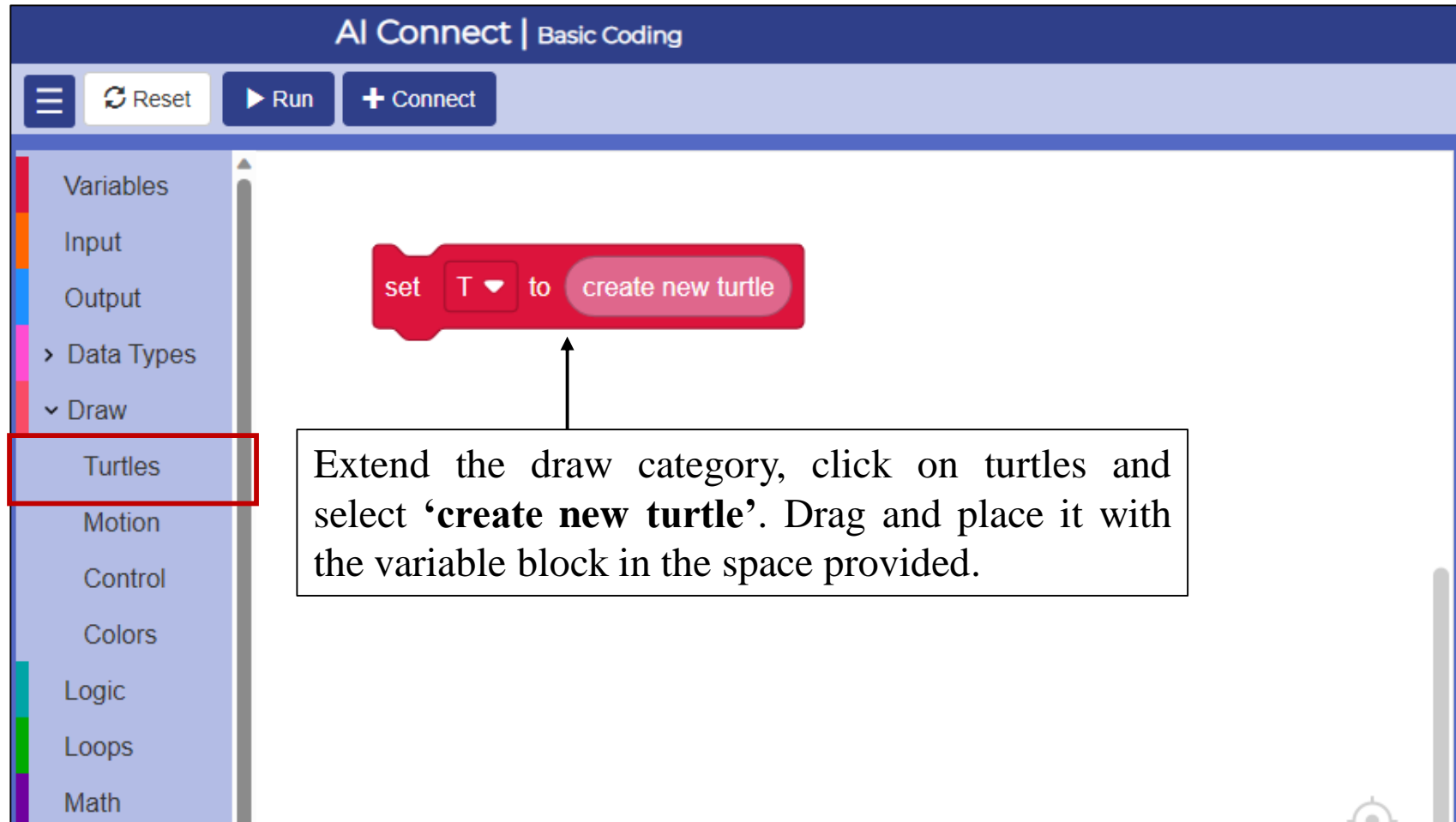
STEP 2:



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 center script area, a red block labeled 'set T to' is shown. A text box with an arrow points to this block, containing the instruction: 'Drag and drop the 'set T' to the script area.'

Activity: To change turtle cursor and width.

STEP 3:

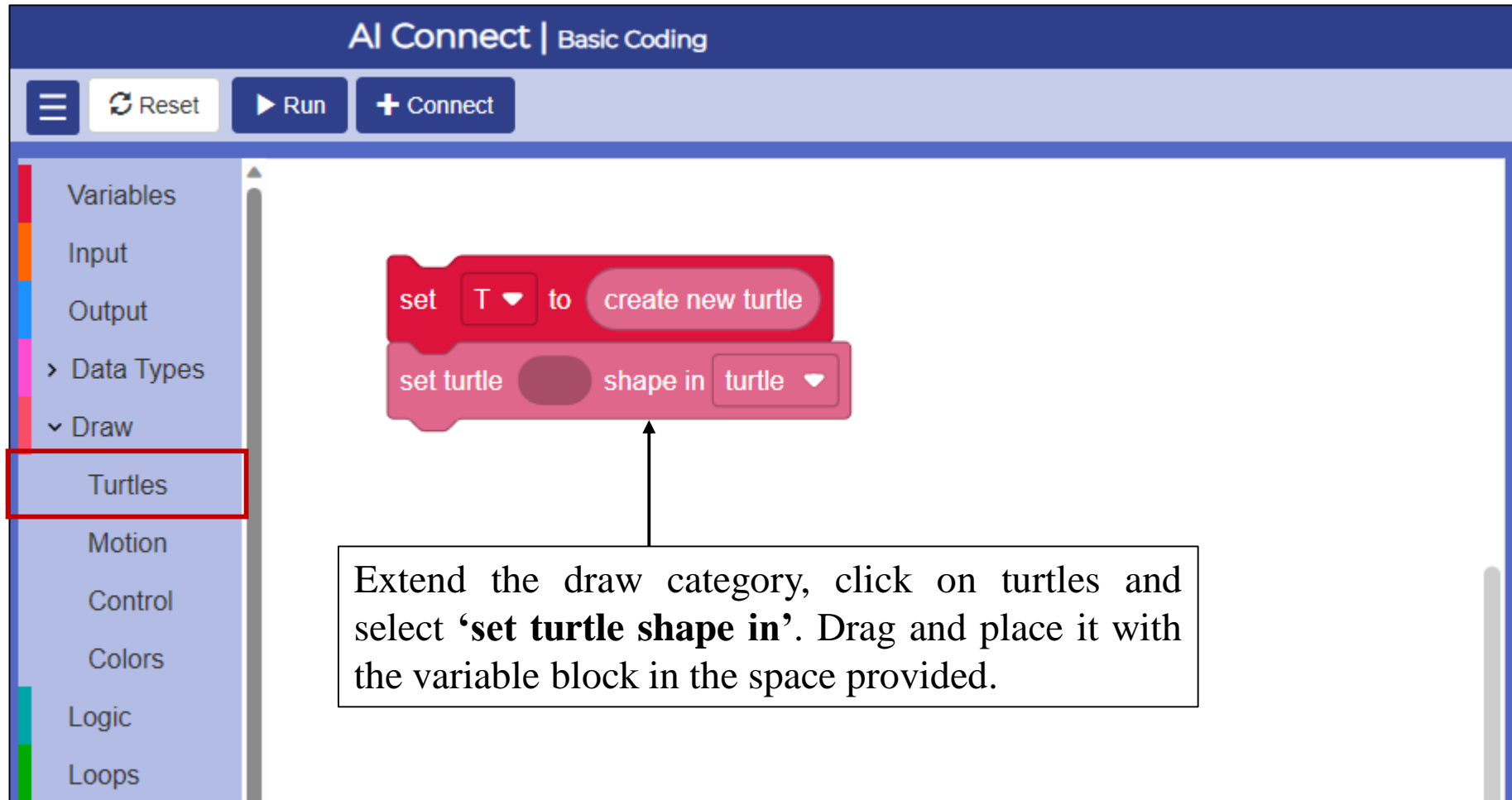


The screenshot shows the 'AI Connect | Basic Coding' interface. On the left, a sidebar lists categories: Variables, Input, Output, Data Types, Draw, Turtles, Motion, Control, Colors, Logic, Loops, and Math. The 'Turtles' category is highlighted with a red box. In the main workspace, a red block is shown with the text 'set T ▼ to create new turtle'. An arrow points from a text box below to this block.

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: To change turtle cursor and width.

STEP 4:

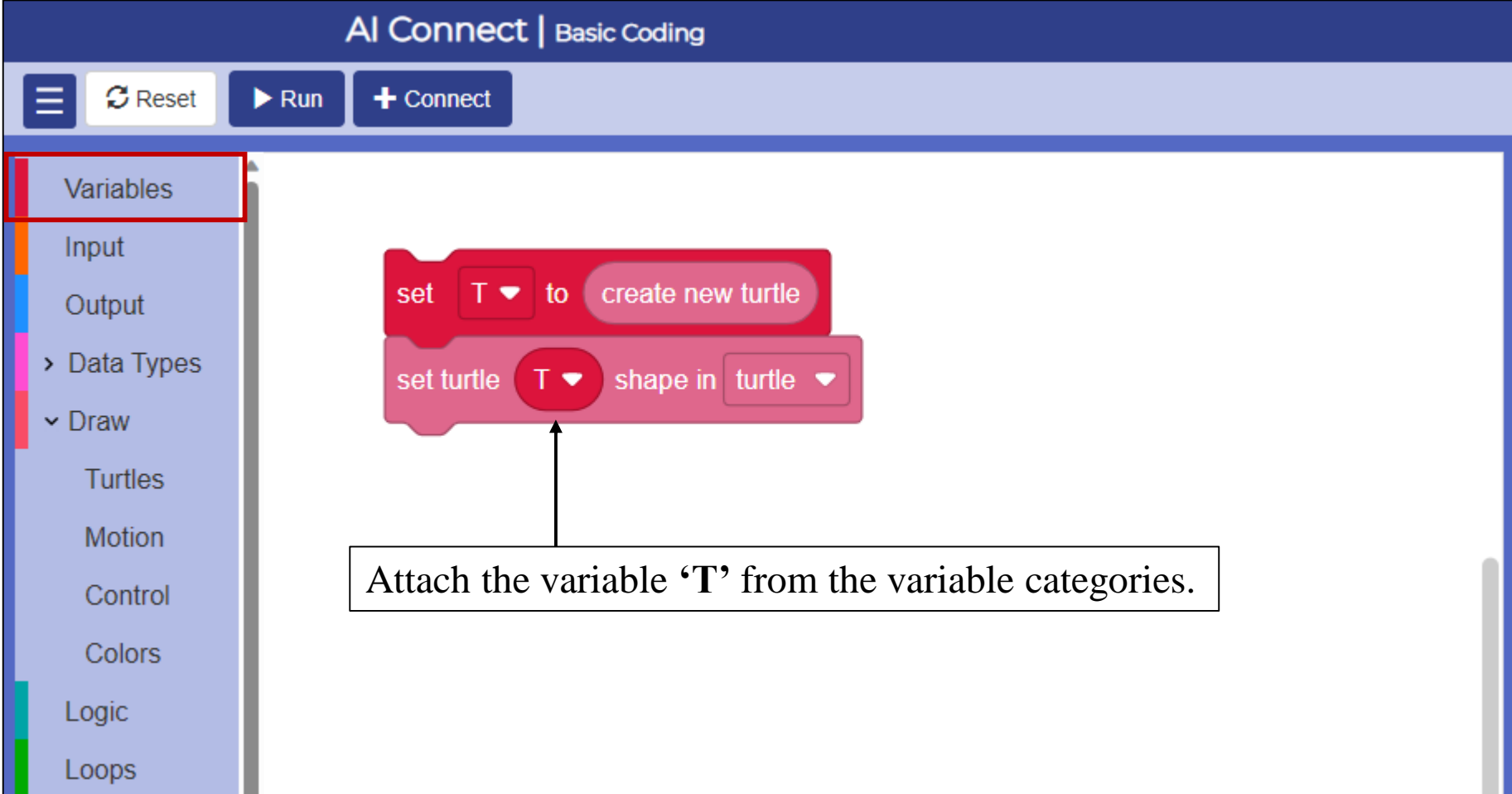


The screenshot shows the 'AI Connect | Basic Coding' interface. On the left sidebar, the 'Draw' category is expanded, and 'Turtles' is highlighted with a red box. The workspace contains two code blocks: a red 'set T to create new turtle' block and a pink 'set turtle shape in turtle' block. An arrow points from a text box below to the 'set turtle shape in' block.

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

Activity: To change turtle cursor and width.

STEP 5:



AI Connect | Basic Coding

Reset Run Connect

Variables

Input

Output

> Data Types

▼ Draw

Turtles

Motion

Control

Colors

Logic

Loops

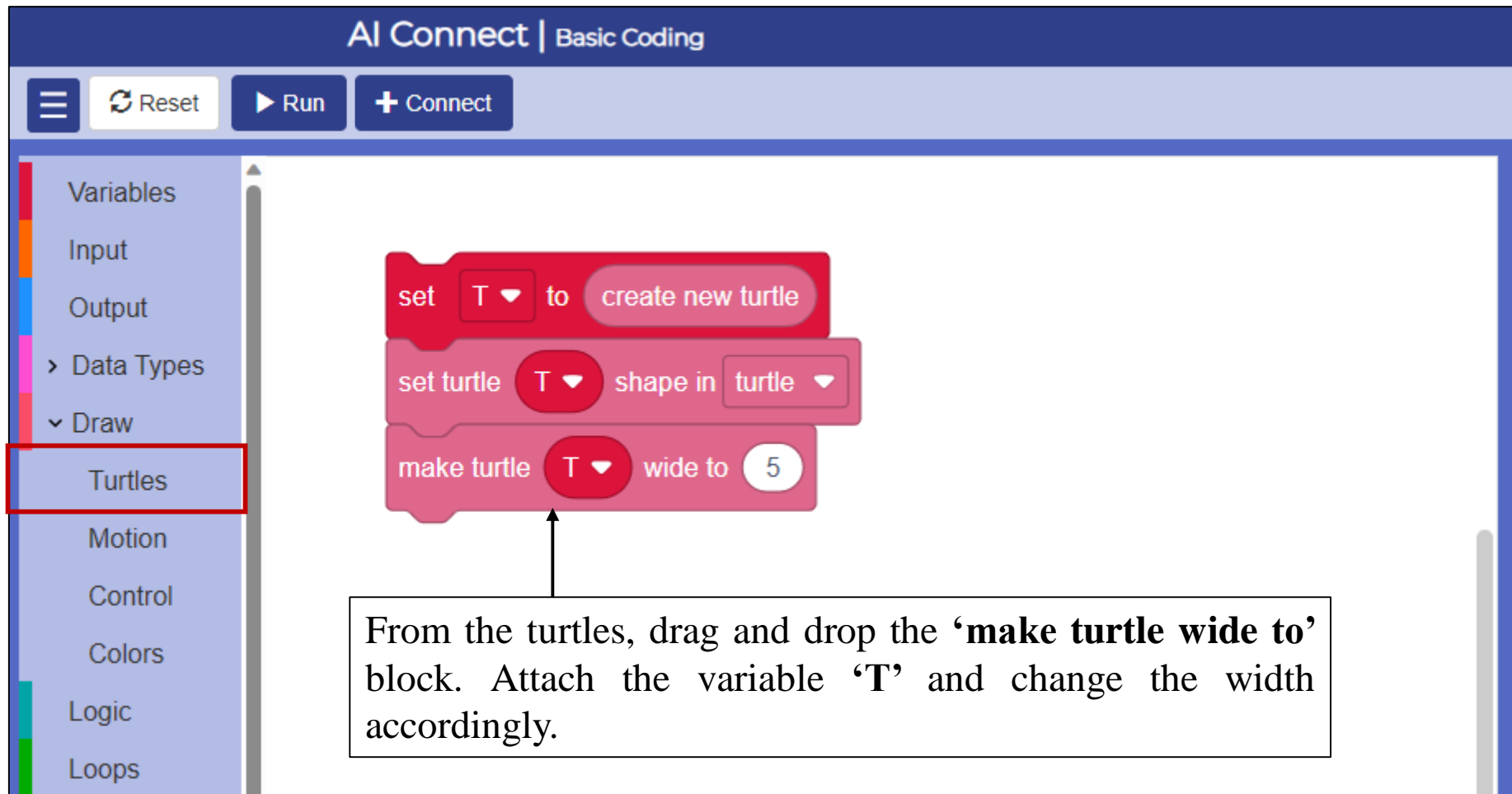
set T to create new turtle

set turtle T shape in turtle

Attach the variable 'T' from the variable categories.

Activity: To change turtle cursor and width.

STEP 6:



AI Connect | Basic Coding

Reset Run Connect

- Variables
- Input
- Output
- > Data Types
- < Draw
- Turtles**
- Motion
- Control
- Colors
- Logic
- Loops

set T to create new turtle

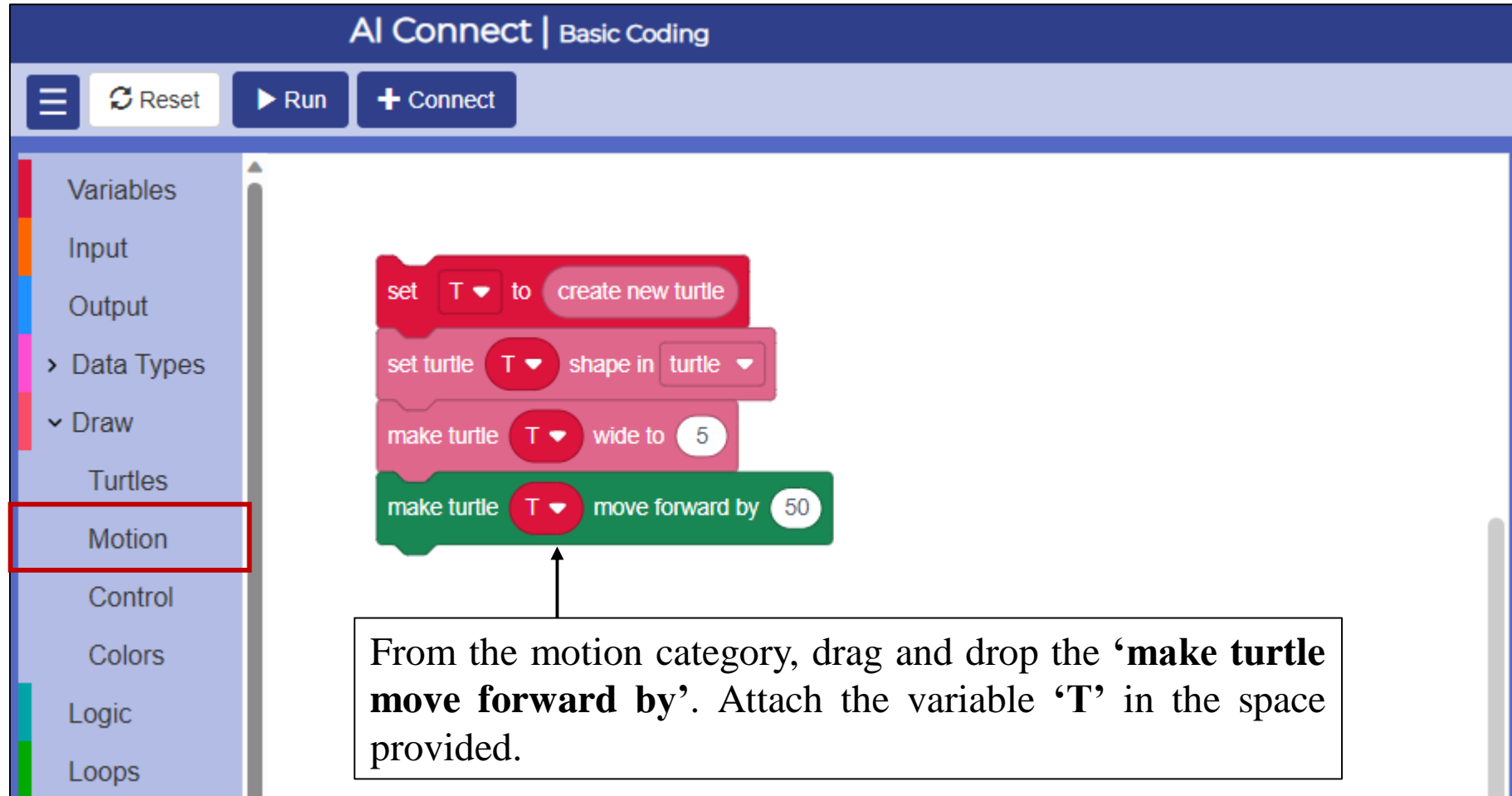
set turtle T shape in turtle

make turtle T wide to 5

From the turtles, drag and drop the **'make turtle wide to'** block. Attach the variable **'T'** and change the width accordingly.

Activity: To change turtle cursor and width.

STEP 7:



AI Connect | Basic Coding

Reset Run Connect

- Variables
- Input
- Output
- > Data Types
- ▼ Draw
- Turtles
- Motion**
- Control
- Colors
- Logic
- Loops

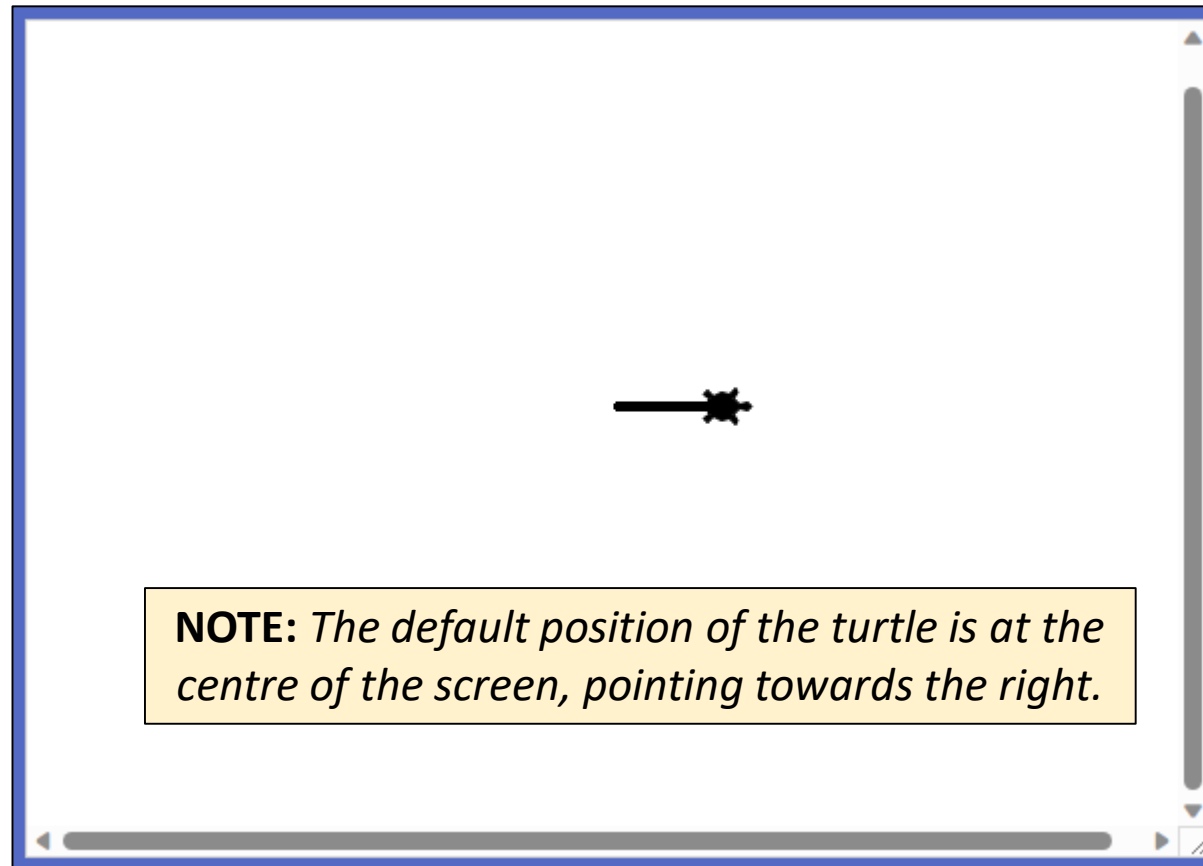
```

set T to create new turtle
set turtle T shape in turtle
make turtle T wide to 5
make turtle T move forward by 50
  
```

From the motion category, drag and drop the '**make turtle move forward by**'. Attach the variable '**T**' in the space provided.

Activity: To change turtle cursor and width.

STEP 8: Click on  .





Thank you!!

