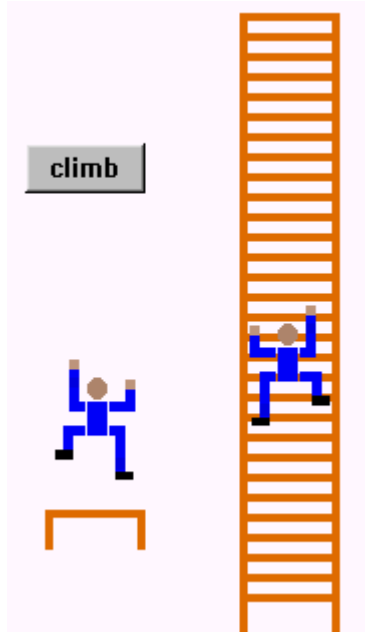


Climb a Ladder

A MicroWorlds Activity Page



Make a “climber” shape. Click once on the closed shape, copy it (CTRL-C), click once on an empty shape, and paste (CTRL-V). Open the copy of the shape and flip it. Name both climber shapes. Make a shape which can be used to build a ladder--a flat line with “legs.” (These extra shapes are shown to the left, but in your project, you will only use one turtle to make the ladder and to be a climber.)

Activity 1: Draw a ladder.

One way to draw a ladder is to set a turtle’s shape to a rung shape and stamp it. Here is one procedure:

```
to draw-ladder
repeat 30 [stamp fd 10]
end
```

Activity 2: Make a climber climb the ladder. Here is one way to do it. Use “setpos” to place the climber at the bottom of the ladder before it starts to climb. (To find the position for your climber, drag it to the bottom of the ladder and then type “show pos” in the command center. Use those numbers after “setpos.”)

```
to climb
setpos [-118 -132]
repeat 30 [setsh “climber1 fd 10 wait 2
           setsh “climber2 fd 10 wait 2]
end
```

Experiment with the spacing of the ladder rungs and the number of rungs. Try different numbers after “wait.”