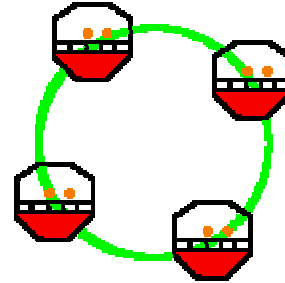


Ferris Wheel

A MicroWorlds Activity Page

You can use several turtles to make an animated ferris wheel whose cars move with the click of a button.



Here's how:

ferris_wheel

1) Use the drawing tools to make a simple ferris wheel "car" and place it in the shapes center. (See the *Make a Shape* activity page.) Then erase the car drawn on the page.



2) Draw a circle: Hatch a turtle. Place it in the center of the page with *cg* or *home*. Put its pen down with *pd*. Set the turtle's color and pen size. (Choose your own numbers.) You can use the repeat command shown here or try different numbers to create a circle of the size you want.

```
pd
setc 65
setpensize 3
repeat 360 [fd 1 rt 1]
```

3) Hatch 3 more turtles. Place the ferris wheel car shape on all 4 turtles.



4) Write a procedure which will space the cars evenly around the circle. Do this by sending all the cars *home* (to the center of the page, facing straight up) and then send each car a different distance around the circle. Make a button to launch this procedure.

get-ready

```
to get-ready
everyone [pu home]
t2, repeat 90 [fd 1 rt 1]
t3, repeat 180 [fd 1 rt 1]
t4, repeat 270 [fd 1 rt 1]
end
```

5) Write a procedure to animate all 4 ferris wheel cars; *talk to* all 4 turtles at once. Make a button to launch this procedure; set it to "many times."

```
to ferris_wheel
tto [t1 t2 t3 t4]
repeat 360 [fd 1 rt 1]
end
```

There they go!!

ferris_wheel