# Drawing Letters

**Corresponding Material**
Intro to Programming with Tracy, Lesson 3: Turning Tracy

**Discussion**
Tracy can move to any location on the canvas using the commands *right(90)* and *left(90)*. Now that we know these commands, we can have Tracy draw many more shapes.- Even letters!
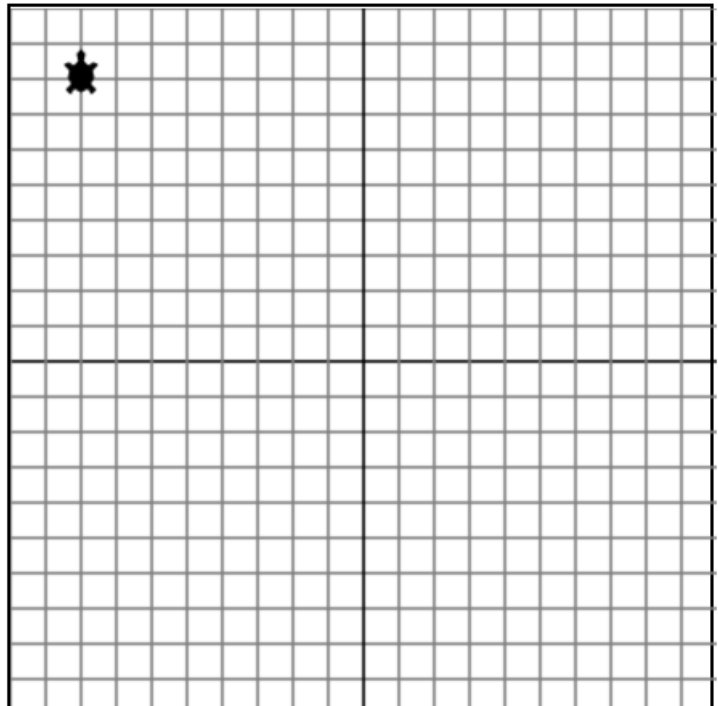
**Class Exercise**
1. Tracy has drawn out the first letter of her name. From her starting position in the image, write out the commands that she'll need to follow in order to draw the letter 'T'. (Each box is 20 pixels wide!)
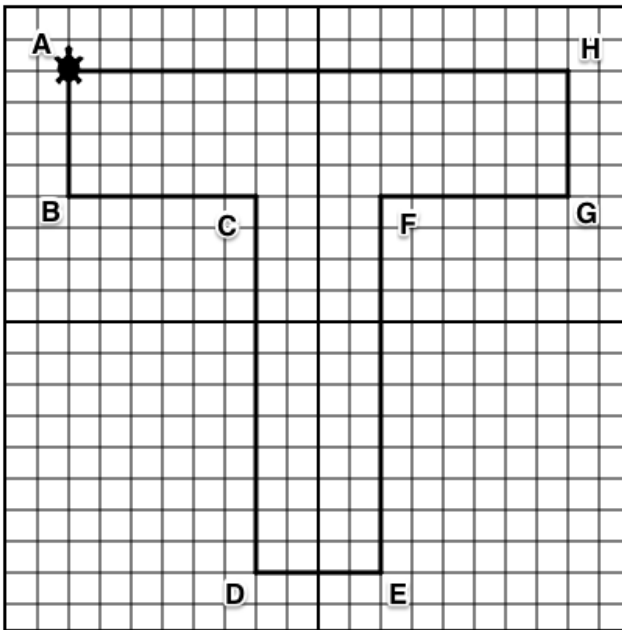
Write code here:

2.

Now that you've written your code, trade papers with a partner and follow the commands they wrote to draw Tracy's 'T'. Did they get the code right? If not, describe where the code went wrong.

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3. Now it's your turn! Instruct Tracy on how to draw the first letter of your name! Remember, she is starting in the center of the canvas, facing right. Since Tracy only knows how to draw straight lines for now, you can follow the sample alphabet found at the end of this worksheet. First, plan out your letter on the blank grid provided below and then write the commands to make it happen! If you want to check your code, transcribe the code to your codeHS sandbox and see if Tracy gets it right!
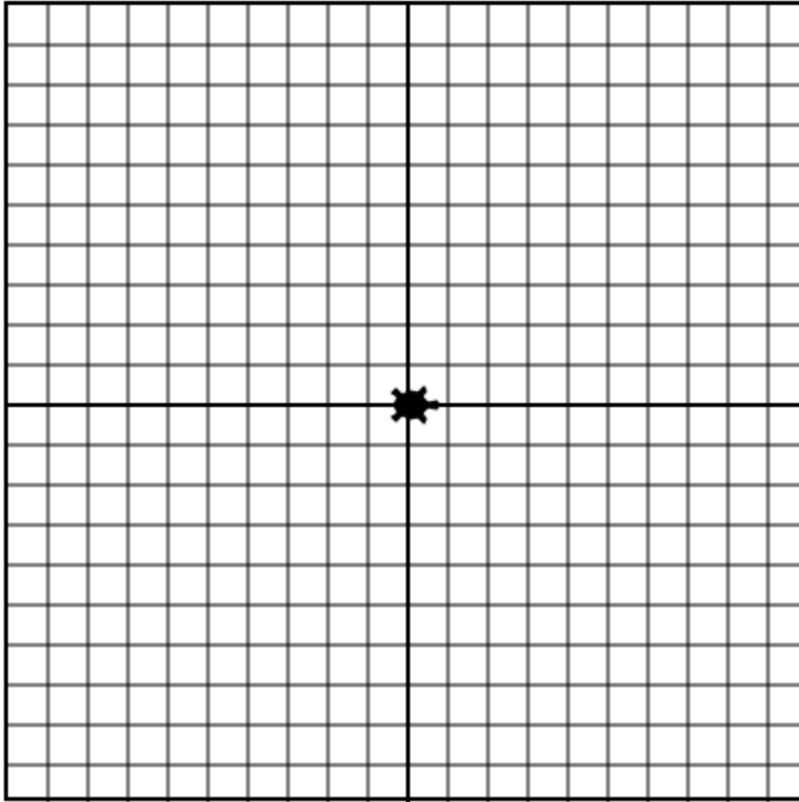
Write code below:

Sample Alphabet for Tracy Letters

ABCDEFGH
IJKLMNOP
QRSTUVW
XYZ