

### **EXERCISE 1**

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|-------------------|-----------------|----------------------|
| 1. programming    | 6. instructions | 11. Status bar       |
| 2. MicroWorlds EX | 7. multimedia   | 12. four (4)         |
| 3. Seymour Papert | 8. command      | 13. shapes           |
| 4. Λόγος          | 9. position     | 14. techniques panel |
| 5. turtle         | 10. Project     | 15. enter            |

### **EXERCISE 2**

- A) Attributes of a turtle: name, position, direction, pen width and shape.  
B) Alternative shapes of a turtle: fish, house, ship, car, aircraft

### **EXERCISE 3**

1. menu
2. page
3. command center
4. techniques panel
5. status bar
6. toolbar
7. tabs

### **EXERCISE 4**

1. welcome screen
2. manage files
3. manage pages
4. create objects
5. process objects
6. general process
7. help

### **EXERCISE 5**

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|---------------------------|------------------------------|
| 1. create project         | 11. magnifier                |
| 2. open project           | 12. create a textbox         |
| 3. save project           | 13. create a button          |
| 4. print project page     | 14. help                     |
| 5. create new page        | 15. melody editor            |
| 6. stop all               | 16. record editor            |
| 7. reset layout           | 17. eye tool                 |
| 8. presentation mode      | 18. regular pointer          |
| 9. create a turtle        | 19. stamper                  |
| 10. display/hide backpack | 20. painting/clipart palette |