Python Turtle Cheat Sheet

Basics, Movement, Colour and Pen

import turtle	Makes the turtle commands available for our program.
shape ("turtle")	Set the shape. It can be turtle, circle, arrow, classic.
speed(4)	Sets the animation speed. 1 = slowest, 10-fastest.
forward(distance)	Move forward by distance steps. E.g. forward(100)
backward(distance)	Move backward by distance steps. E.g. backward (100)
right(angle)	Turn right (clockwise) angle degrees. E.g. right(120)
left(angle)	Turn left (anticlockwise) angle degrees. E.g. left(72)
goto(x,y)	Go to the x , y position in the grid. E.g. goto(100,120)
color("colour")	Set the drawing colour of the shape to "colour". E.g. color("red")
fillcolor("colour")	Set the fill colour of the shape to "colour". E.g. fillcolor("orange")
begin_fill()	Sets the starting position of the shape to fill.
end_fill()	Sets the ending position of the shape to fill.
penup()	Picks the pen up from the screen to stop drawing.
pendown()	Places the pen down on the screen to start drawing.
stamp()	Makes a stamp of the turtle's shape on the screen.