

Unit: 4.5

Logo

Key

- To learn the structure of the coding language of Logo.
- To input simple instructions in Logo.
- Using 2Logo to create letter shapes.
- To use the Repeat function in Logo to create shapes.
- To use and build procedures in Logo.

Key Questions

What is Logo?

Logo is a text-based coding language used to control an on-screen turtle to create mathematical patterns.

Key Resources



2Animate

Key Vocabulary

LOGO

A text-based coding language used to control an on screen turtle to create mathematical patterns.

RT

Turn right a given number of degrees.

SETPC

Set pen colour to a given colour.

BK

Move backwards a distance of units.

LT

Turn left a given number of degrees.

SETPS

Set the pen thickness.

FD

Move forward a distance of units.

REPEAT

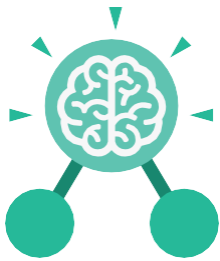
Repeat a set of instructions a specified number of times.

PU

Lift the pen up off the screen.

PD

Put the pen back down on the screen.



Purple Mash Computing Scheme of Work: Knowledge organisers

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Logo

Key Images



Open, close and share work



Choose the turtle style



Choose a background



Switch the grid on and off



Press and the logo mouse follows the instructions



Reset the mouse to the start position



Change the speed at which the mouse moves



Write the Logo instructions here