

## Unit: 4.5

### Logo

#### Key Learning

- 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



2Logo

#### Key Vocabulary

##### Debugging

The process of identifying and removing errors from computer hardware or software.

##### Grid

The template around which the 2Logo turtle moves.

##### LOGO

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

##### LOGO Commands (e.g FD, BK, RT, LT)

A list of commands inputted into 2Logo to move the turtle around the screen.

##### Multi Line Mode

Type several lines of commands in the text area.

##### Pen Down

Lowers the screen pen so the 2Logo turtle draws a line on the screen.

##### Pen Up

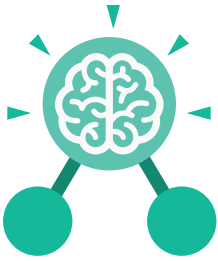
Raises the screen pen so the 2Logo turtle doesn't draw on screen.

##### Prediction

When you say what is going to happen when you run the instructions.

##### Procedure

Pieces of Logo text with a procedure name that can be run by calling them by name. Saves time if you want to print to screen lots of the same shape.



## Unit: 4.5

### Logo

#### Key Vocabulary

##### Repeat

A set of instructions that is run a specified number of times.

##### Run Speed

The speed at which the 2Logo turtle moves around the screen.

##### SETPC

Set pen colour to a given colour.

##### SETPS

Set the thickness of the pen's line.

#### Key Images



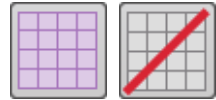
Open, close and share work



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