PURPLE MASH COMPUTING SCHEME OF WORK - KNOWLEDGE ORGANISER

Unit: 4.5 – Logo

Key Learning

To learn the structure of the coding language of Logo.

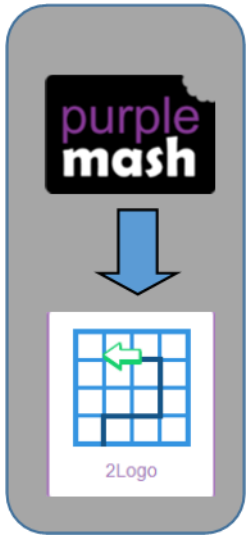
To input simple instructions in Logo.

Using 2Logo to create letter shapes.

To use the Repeat function in Logo to create shapes.

To use and build procedures in Logo.

Key Resources



Key Vocabulary

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

BK – move backwards a distance of units.

FD – move forward a distance of units.

RT – turn right a given number of degrees.

LT – turn left a given number of degrees.

REPEAT – repeat a set of instructions a specified number of times.

SETPC – set pen colour to a given colour.

SETPS – set the pen thickness.

PU – lift the pen up off the screen.

PD - put the pen back down on the screen.

Key Images

Open, save 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

Key Questions

What is Logo?

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