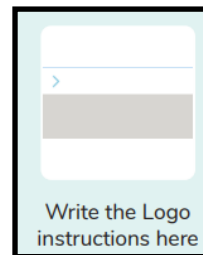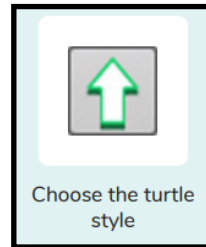# Year 4 Computing: Logo (Computer Science)

Prior Learning

- I have created algorithms (Coding unit)
- I can create a 'sequence' to follow (Animation unit)
- I can debug an algorithm, fixing a problem.
- I can access, save and retrieve my work.
- I can use logical sequencing and repetition in my program.

Sticky Knowledge

- I understand the structure of the coding language of Logo.
- I can input simple instructions in Logo.
- I can use 2Logo to create letter shapes.
- I can use the Repeat function in Logo to create shapes.
- I can use and build procedures in Logo.
- I can use the topic vocabulary when talking about my learning.

2Logo

Choose the turtle style

Write the Logo instructions here

Key Vocabulary

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 (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 that 2Logo turtle doesn't draw on screen.
procedure	Pieces of Logo text with a procedure name that can be run by calling them a name. This can same time of you want to repeat shapes.
debug/ debugging	Fixing code that has errors so that the code runs the way it should.
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.

2simple