

What should I already know?

- To use selection in coding with the 'if/else' command.
- To understand and use variables in 2Code.
- To use flowcharts for design of algorithms including selection.
- To use the 'repeat until' with variables to determine the repeat.
- To learn about and use computational thinking terms decomposition and abstraction.

What will I know by the end of the unit?

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

What is Logo?

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

Key resources



2Logo

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

