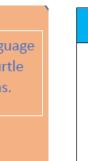
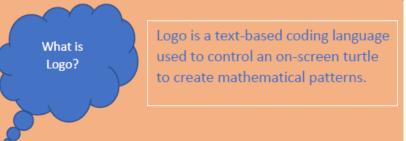


Topic: 4.5 Logo Phase: KS2 Strand: Computer Science

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.







Key resources

2Logo

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.

Vocabulary

LOGO - a text-based coding language used to control an onscreen 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.

