LKS2 Owl A **Programming Turtle Logo**

Knowledge

By the end of this unit of study, pupils will be able to:

One	To create and debug an algorithm to create a procedure.	◯
Two	To create and debug an algorithm that uses setpos to draw shapes.	◯
Three	To create and debug an algorithm with different colours.	◯
Four	To create and debug an algorithm to fill areas with colour.	◯
Five	To create and debug an algorithm to produce text.	◯
Six	To create and debug an algorithm to draw arcs.	◯

Programming Turtle Logo

algorithm	forward (fd)	clear screen (cs)
left (lt)	right (rt)	procedure
random	fill	arc
label	commands	setpos
setxy	setx	sety
setpensize	setcolour	setpencolour (setpc)

Key Learning

Write procedures using simple algorithms.

Change the colour of the pen.

Write text using the label command.

Draw shapes using setpos or setxy.

Fill shapes in different colours.

Draw arcs of different sizes as required.

Key Vocabulary

Sprite   command   arc   sequence   input

Procedure   setpos   setxy   setx   sety