

Programming Turtle Logo

Key Vocabulary

algorithm	A sequence of ordered instructions.
arc	A curved line that is part of a circle.
command	An instruction given by a user to tell a computer what to do.
coordinate	The numbers or letters used to give the position of a point on a grid.
debug	To find, remove or correct errors in a computer program.
procedure	A collection of programming instructions for a task. A procedure assigned to a name that is created by the user.
random	An action that is carried out without any regular pattern.
repeat	To do or produce something again or more than once.

What Is Turtle Logo?

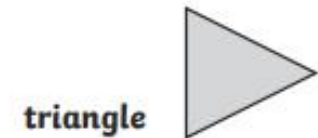
Turtle Logo consists of the programming software Turtle Academy and a programming language called Logo. The programming language and software allow you to draw shapes and create different images by moving a turtle on the screen. The turtle is controlled using **commands**, such as forward 2, right 90 or left 90.



Drawing Polygons



repeat 4 [fd 100 rt 90]



repeat 3 [fd 100 rt 120]



repeat 5 [fd 100 rt 72]



repeat 6 [fd 100 rt 60]



repeat 8 [fd 100 rt 45]


Turtle Logo Commands	
repeat	To do a command more than once.
pen up (pu)	Pick up the pen, so you can move the turtle without leaving tracks.
pen down (pd)	Put the pen down, so you can move the turtle and leave tracks.
setpos	Moves the turtle to a set (x,y) coordinate .
setxy	Moves the turtle to a set (x,y) coordinate .
setpc	Changes the colour of the pen.
setx	Moves the turtle along the x-axis from its current position to a new x-coordinate without changing the y-coordinate .
sety	Moves the turtle along the y-axis from its current position to a new y-coordinate without changing the x-coordinate .
setpensize	Changes the thickness of the pen.
random	Used to generate a random number.
setcolor	Set the colour of the turtle's pen to a chosen colour.
setscreencolor	Sets the colour for the background.
arc	Draws an arc .

Drawing Arcs

The **command** for creating an **arc** is **arc** followed by the angle measure and radius length.

The angle measure is a number between 0-360 that represents the angle that the turtle will rotate.

The radius is a number that represents the distance of the **arc** from the turtle's head.



E.g. **arc** 90 60, **arc** 50 70.

Colour Choices

Turtle Logo allows you to pick from a set of 16 commonly used colours.

Colour Index	Colour Name	Colour Index	Colour Name
0	black	8	brown
1	blue	9	light brown
2	green	10	dark green
3	cyan	11	darkish blue
4	red	12	tan
5	magenta	13	plum
6	yellow	14	orange
7	white	15	grey