

## Unit: 4.5

### Logo

#### Key Learning

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

#### Key Questions

##### What is Logo?

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

#### Key Resources



2Logo

#### Key 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

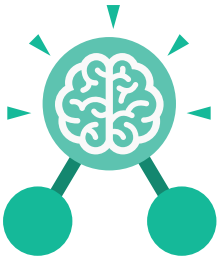
Set the pen thickness.

##### PU

Lift the pen up off the screen.

##### PD

Put the pen back down on the screen.



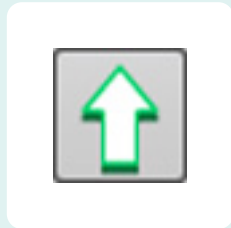
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### Key Images



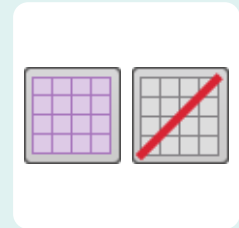
Open, close and share work



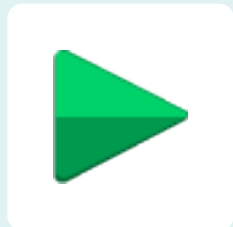
Choose the turtle style



Choose a background



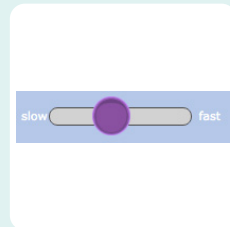
Switch the grid on and off



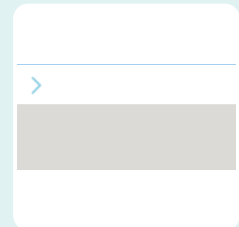
Press and the logo mouse follows the instructions



Reset the mouse to the start position



Change the speed at which the mouse moves



Write the Logo instructions here