

**Phase:** 3/4

**Subject:** Computing

**Focus:** Logo

**Term:** Summer

**What I should already know?**

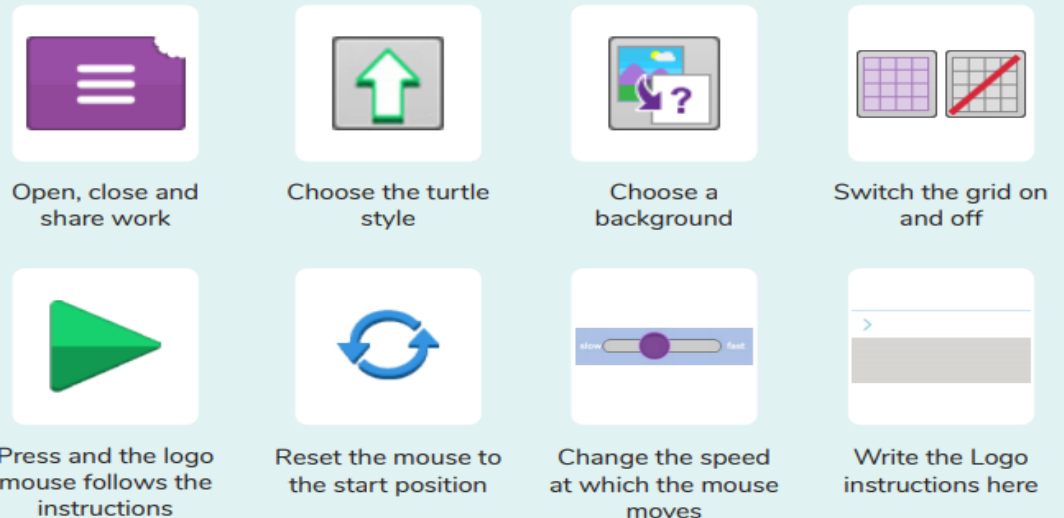
- That a series of instructions put together will allow a system to run a task.
- How to give clear and defined instructions.

**Knowledge— Computing**

- 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.

**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.



**By the end of the unit I should know...**

How to write a simple code giving you the ability to draw an image. You will have used various instructions, called an algorithm, to program a system. Once programmed you will be able to produce and replicate the shape continuously at the touch of a button.

