Amblecote Primary School—Knowledge Organisers							AMBLECOT			
[Phase: 3/4	Subject: Computing		Focus:	Logo		Term:	Summer	西山	
What I should already know?				Knowledge— Computing						
 That a series of instructions put together will allow a system to run a task. How to give clear and defined instructions. 			-	 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. 						
	<u>Voca</u>	<u>bulary</u>								
LOGO	A text-based coding lan on screen turtle to crea patterns.		l an		n, close and are work		the turtle tyle	Choose a background	Switch the grid on and off	
ВК	Move backwards a dista	ance of units.							>	
FD	Move forward a distanc	e of units.				•	•	dow fac		
RT	Turn right a given numb	per of degrees.			Press and the logo		e mouse to	Change the speed	Write the Logo	
LT	Turn left a given numbe	er of degrees.		mouse follows the the instructions		the star	t position	at which the mouse moves	instructions here	
REPEAT	Repeat a set of instructi of times.	ions a specified numb	er	By the end of the unit I should know						
SETPC	Set pen colour to a give	n colour.		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.						
SETPS	Set the pen thickness.									
PU	Lift the pen up off the s	creen.							Logo	
PD	Put the pen back down	on the screen.								

Question 1 - What is an algorithm?	<u>Start of</u> <u>Unit</u>	<u>End of</u> <u>Unit</u>	Question 3 - Why is important to be able to slow the mouse down?	<u>Start of</u> <u>Unit</u>	<u>End of</u> <u>Unit</u>
A recipe to make a pie			To be able to see an accurate understanding of what you have told the system to do		
A series of instructions that run a program			Because it's cool to see it go slow		
The term for turning a computer on			Because it might break the system if its quick		
A set of rules that you type			So the mouse doesn't run off		
Don't know			Don't know		

Question 2- Why might you use the grid?	<u>Start of</u> <u>Unit</u>	<u>End of</u> <u>Unit</u>	Question 4- Why might we want to create a system us- ing coding?	<u>Start of</u> <u>Unit</u>	<u>End of</u> <u>Unit</u>
To complete mathematic problems			For fun		
To colour pretty pictures in			To allow someone to do a job automatically		
To see grid references			So that my friends can see a pattern		
To accurately see where you are moving the mouse to while coding.			So that I can repetitively make the same exact pattern		
Don't know			Don't know		

What I would like to find out?		
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