St Peter's Roman Catholic Primary School

Computing Year 4 Spring

Computer Science: Logo

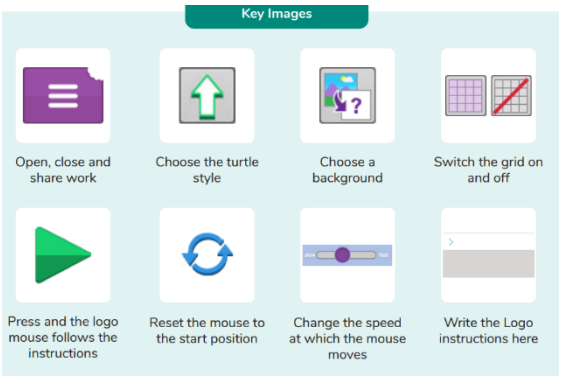
At the end of this topic, children will know…

- The structure of the coding language of Logo
- How to input simple instructions in Logo.
- How to use and build procedures in Logo.

Resources on Purple Mash -



2Logo



Key Questions

What is a logo?

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

KEY VOCABULARY

SETPC	Set pen colour to a given colour.
Run speed	The speed at which the 2Logo turtle moves around the screen.
SETPS	Set the thickness of the pen's line.
Repeat	A set of instructions that is run a specified number of times.

