Year 4 Spring 1 Knowledge Organiser – Computing

Unit 5: Lego

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 Resources

purple mash

2Logo

Key Questions

What is Logo?

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

Key Vocabulary

Debugging
The process of identifying and removing errors from computer hardware or software.

LOGO Commands (e.g FD, BK, RT, LT)
A list of commands inputted into 2Logo to move the turtle around the screen.

Pen Up
Raises the screen pen so the 2Logo turtle doesn't draw on screen.

Grid
The template around which the 2Logo turtle moves.

Multi Line Mode
Type several lines of commands in the text area.

Prediction
When you say what is going to happen when you run the instructions.

LOGO
A text-based coding language used to control an on screen turtle to create mathematical patterns.

Pen Down
Lowers the screen pen so the 2Logo turtle draws a line on the screen.

Procedure
Pieces of Logo text with a procedure name that can be run by calling them by name. Saves time if you want to print to screen lots of the same shape.

2simple

Key Vocabulary

Repeat
A set of instructions that is run a specified number of times.

Run Speed
The speed at which the 2Logo turtle moves around the screen.

SETPC
Set pen colour to a given colour.

SETPS
Set the thickness of the pen's line.

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

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