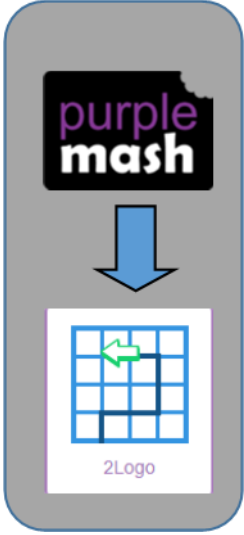







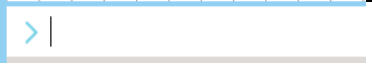


# Year 4 - Logo

## Knowledge Organiser

Key Learning	Key Resources
<ul style="list-style-type: none"> <li>To learn the structure of the coding language of Logo.</li> <li>To input simple instructions in Logo.</li> <li>Using 2Logo to create letter shapes.</li> <li>To use the Repeat function in Logo to create shapes.</li> <li>To use and build procedures in Logo.</li> </ul>	

Key Vocabulary	Definition
<b>BK</b>	Move backwards a distance of units.
<b>FD</b>	Move forward a distance of units.
<b>RT</b>	Turn right a given number of degrees.
<b>LT</b>	Turn left a given number of degrees.
<b>PU</b>	Lift the pen up off the screen.
<b>PD</b>	Put the pen back down on the screen.

Images			
Open, save 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
			

Questions	
<b>What is Logo?</b>	<ul style="list-style-type: none"> <li>Logo is a text-based coding language used to control an on-screen turtle to create mathematical patterns.</li> </ul>