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| **Year 4 Computing Knowledge Organiser: Unit 4.5 – Logo** |
| **Key Images**  | **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.
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| **Key Vocabulary** | **Key Questions** |
| * LOGO
* BK
* FD
* RT
* LT
* REPEAT
* SETPC
* SETPS
* PU
* PD
 | What is Logo?Logo is a text-based coding language used to control an on-screen turtle to create mathematical patterns. |

Reference to