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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. | |
| **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