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| **Year 4 Summer 2a – Logo** | | |
| **Key Images** | **Key Learning** | |
| |  |  | | --- | --- | | 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 |  | | * 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