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