Over Hall Community School	Year: 4	Strand: Using 2Logo

What should I already know?

- Logical decision making. Sequencing instructions. Following instructions.
- Visual use of the Logo programming language. Program logic and structure.
- Familiarity with a code environment. Logical planning of sequences. Debugging skills.
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- Logical decision processing. Forward planning to achieve a solution.
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- Logical decision processing. Forward planning to achieve a solution.
- Familiarity with code environment. Logical planning of sequences and repetition. Debugging skills.
- Use of 2Dos, saving, opening and editing work, sharing work , copying and pasting , mouse, keyboard and device skills.

What will I know by the end of the unit?

How do I input instructions into 2Logo?
- You will know what the common instructions are in 2Logo and how to type them.
- You will follow simple 2Logo instructions to create shapes on paper.
- You will follow simple instructions to create shapes in 2Logo.

How do I use 2Logo to create letter shapes?
- You will create 2Logo instructions to draw patterns of increasing complexity.
- You will understand the pu and pd commands.
- You will write 2Logo instructions for a word of four letters.

How do I use the Repeat command in 2Logo to create shapes?
- You will follow 2Logo code to predict the outcome.
- You will create shapes using the Repeat command.
- You will find the most efficient way to draw shapes.

How do I use and build procedures in 2Logo?
- You will use the Procedure feature.
- You will create 'flowers' or 'crystals' using 2Logo.

Key Vocabulary

- **Debugging** The process of identifying and removing errors from computer hardware or software.
- **Grid** The template around which the 2Logo turtle moves.
- **LOGO Commands** (e.g FD, BK, RT, LT) A list of commands inputted into 2Logo to move the turtle around the screen.
- **Multi Line Mode** Type several lines of commands in the text area.
- **Pen Down** Lowers the screen pen so the 2Logo turtle draws a line on the screen.
- **Pen Up** Raises the screen pen so the 2Logo turtle doesn't draw on screen.
- **Procedure** Pieces of Logo text with a procedure name that can be run by calling them by name. Saves time if you want to print to screen lots of the same shape.
- **Prediction** When you say what is going to happen when you run the instructions.
- **LOGO** A text-based coding language used to control an on screen turtle to create mathematical patterns.
- **Repeat** A set of instructions that is run a specified number of times.
- **Run Speed** The speed at which the 2Logo turtle moves around the screen.
- **SETPC** Set pen colour to a given colour.
- **SETPS** Set the thickness of the pen's line.

Key Questions

- **What is Logo?**

Logo is a text-based coding language used to control an on-screen turtle to create mathematical patterns.

Purple Mash Resources

- 2Logo

2Logo

purple mash

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| 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 | Open, close and share work | Choose the turtle style | Choose a background | Switch the grid on and off |