

# Year 4 Logo Computing Knowledge Organiser



Understand what a flowchart is and how it is used in computer programming.

To plan, design and create a game quest and share the game with my peers.

## Star Vocabulary

**Logo:** A text-based coding language used to control an on screen turtle to create mathematical patterns.

**RT** Turn right a given number of degrees

**BK** Move backwards a distance of units.

**FD** Move forward a distance of units.

**REPEAT** Repeat a set of instructions a specified number of times.

**SETPC** Set pen colour to a given colour.

**SETPS** Set the pen thickness

**PU** Lift the pen up off the screen.

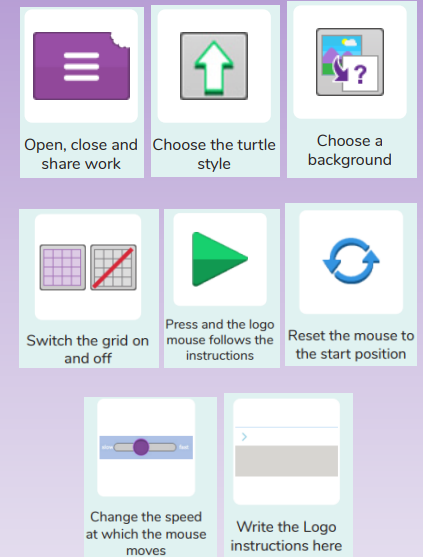
## Key Learning

- 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 Resources



## Key Images



Know what the common instructions are in 2Logo and how to type them.

Create 2Logo instructions to draw patterns of increasing complexity

Create shapes using the Repeat command

Use the Procedure feature

Follow simple 2Logo instructions to create shapes on paper

Follow 2Logo code to predict the outcome

Find the most efficient way to draw shapes

Create 'flowers' or 'crystals' using 2Logo.