



Year 4 Logo

Key Learning

- To know key commands and input simple instructions.
- To use a variety of commands to create shapes using multi-line mode.
- To use the Repeat command.
- To change the line thickness and colour.
- To use procedures to write instructions.

Key Resources



Logo

Key Vocabulary

Logo

A text-based coding language used to control an on-screen turtle to create.

Pen Down

A command which lowers the screen pen, so the Logo turtle draws a line on the screen.

Repeat

A set of instructions that is run a specified number of times.

Logo Commands

Instructions inputted to move the turtle around the screen.

Pen Up

A command which raises the screen pen, so the Logo turtle doesn't draw on screen.

Set PC

Changes the colour of the line.

Multi-Line Mode

A way of typing several lines of commands in the text area before the code is run.

Procedure

A set of named instructions that Logo can remember and use again later.

Set PS

Changes the thickness of the line.



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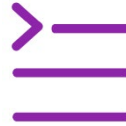
Key Images



Execute the Logo instructions



Single-Line Mode



Multi-Line Mode



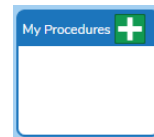
Grid On / Off



Reset screen turtle position



Write commands here



Write procedures

Key Questions

What is Logo?

Logo is a programming language that uses commands to move a turtle on the screen. It can be used to draw shapes and patterns. It is a good way to learn more about how coding works.

What is a procedure in Logo?

A procedure is a set of saved commands. Instead of typing them every time, you give the procedure a name and run it quickly.

How do repeats make Logo coding more efficient?

Repeats let you use fewer commands by repeating actions. This saves time, keeps code tidy, and avoids writing the same thing many times.