

### Key Learning

To learn the structure of the coding language of Logo.








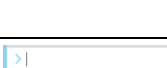
To input simple instructions in Logo.

Using 2Logo to create letter shapes.

To use the Repeat function in Logo to create shapes.

To use and build procedures in Logo.

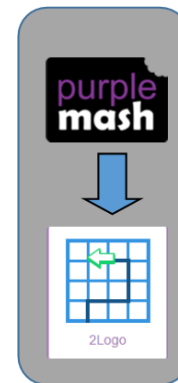
### Key Images

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	

### Key Vocabulary

<b>Logo</b>	A text-based coding language used to control an on-screen turtle to create mathematical patterns.
<b>BK</b>	Move backwards a distance of units.
<b>FD</b>	Move forward a distance of units.
<b>RT</b>	Turn right a given number of degrees.
<b>LT</b>	Turn left a given number of degrees.
<b>REPEAT</b>	Repeat a set of instructions a specified number of times.
<b>SETPC</b>	Set pen colour to a given colour.
<b>SETPS</b>	Set the pen thickness
<b>PU</b>	Lift the pen up off the screen.
<b>PD</b>	Put the pen back down on the screen.

### Key Resources



### Key Questions

<b>What is Logo?</b>	Logo is a text-based coding language used to control an on-screen turtle to create mathematical patterns.
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