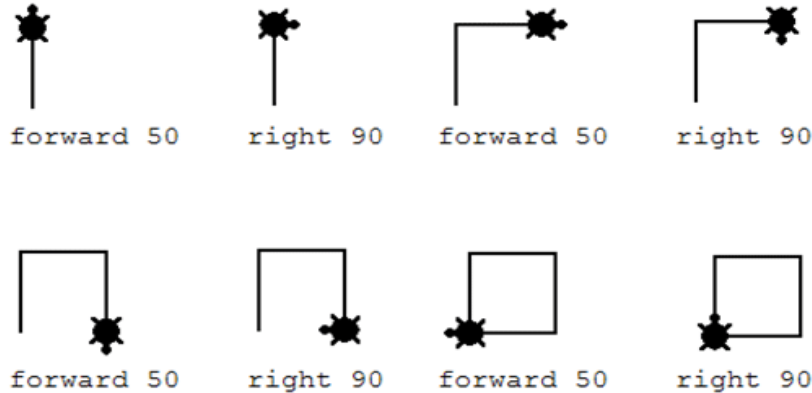


We need to know:

- what instructions like forward, backward, right and left turn mean in real life and on a screen
- How to order instructions to achieve an outcome (eg travel through a maze)
- Recognise 2D shapes
- Know that 90° = right turn, 180° = straight line and 360° = full turn

Computing - LOGO

LOGO stands for Language fOr Graphics Oriented. LOGO is a programming language that gives instruction to the computer to create graphics. It is also used to create geometric shapes on the computer.



KEY VOCABULARY:

Algorithm - set of instructions to achieve one task

Code/program - write a set of algorithms

Debug - remove/correct errors

Block code - section of algorithms

Repeat loop - keeps running block code until you stop it

KEY SKILLS TAUGHT:

- Know what an algorithm is
- Create an algorithm using movement commands
- Use coordinates to move a turtle/ object onscreen
- Create algorithms that draw 2D shapes
- Create and debug algorithms that draw shapes

PRIOR LEARNING:

- Direction and coordinates in Maths
- properties of 2D shapes including interior angles
- creating algorithms to draw 2D shapes
- use the repeat functions to make efficient code

Key knowledge taught:

Logo Instructions		
1	FD number	Forward
2	BK number	Backward
3	RT degrees	Right turn
4	LT degrees	Left turn
5	PU	Pen up
6	PD	Pen down
7	CS	Clear screen
8	Home	Send home