Meadows First School Computing Curriculum
Year 4 Knowledge Organisers
Unit 4.5 LOGO

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

purple mash

2Logo

Key Vocabulary

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

BK – move backwards a distance of units.

FD – move forward a distance of units.

RT – turn right a given number of degrees.

LT – turn left a given number of degrees.

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.

PD - put the pen back down on the screen.

Key Images

Open, save and share work

Choose the turtle style
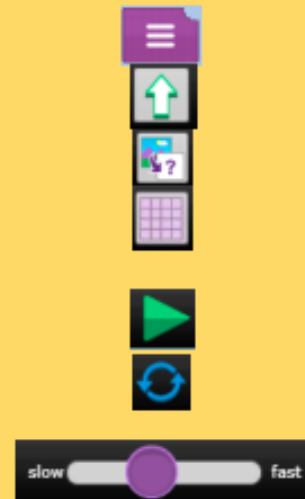
Choose a background

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.

slow ⬤ fast

Write the Logo instructions here

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Key Questions

What is useful about the pen up / pen down function?

You can move your pen to a new location without leaving a mark.

How many degrees is a right-angle/ half and full turn?

90 degrees, 180 degrees and 360 degrees

What happens to the turn if I increase the angle number?

The turn will become wider.

When could I use a program like 2logo in the real world? CAD design—computer design 3D printers etc.