

YEAR 4 – SUMMER 1 – COMPUTING Knowledge Organiser

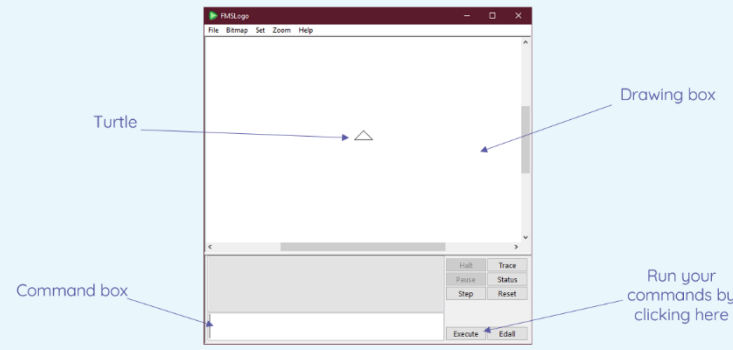
Vocabulary

Execute	A command that runs the selected program.
Interface	The place where a human can interact with a machine
Command	An instruction to a computer to complete a given task
Repetition	Running a line of code multiple times
Loop	A sequence of instructions that is repeated until a condition is met

The Logo Interface

This is the Logo Interface:

The Logo interface



The 'turtle' is like sprites in Scratch. Commands are *typed* into the command box, rather than using blocks. You then click 'Execute' to run the program.

Logo commands

Use these commands in combination to meet a range of tasks:

FD 100 – Moves forward 100 steps

BK 100 – Moves backward 100 steps

RT 90 – Turns right 90 degrees

LT 90 – Turns left 90 degrees

CS – Clear screen

PJ – Pen goes up (to stop writing)

PD – Pen goes down (to start writing)

Planning ahead:

It can help to annotate your intended design in advance, so that you know which code to use:

Algorithm

1. Forward 100
 2. Turn left 90
 3. Forward 200
 4. Turn left 90
 5. Forward 100
- Start
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- A diagram showing a square path. It starts at a point labeled 'Start'. An arrow points right for '1. Forward 100'. Another arrow points down for '2. Turn left 90' and '3. Forward 200'. A third arrow points left for '4. Turn left 90' and '5. Forward 100'. The path completes a square.

Repetition using loops:

By using the 'repeat' command you can ask the computer to perform the code in brackets (the loop) a number of times:

```
repeat 4 [fd 100 rt 90]
```

This is really helpful and saves us typing line after line of the same command.

YouTube: <https://www.youtube.com/watch?v=ObbYn7FfhaY> - Introduction to Logo.