



# Computing

## Key Words

- Debugging**- The process of identifying and removing errors from computer hardware or software.
- Grid** - The template around which the 2Logo turtle moves.
- LOGO** - A text-based coding language used to control an on-screen turtle to create mathematical patterns.
- LOGO Commands (e.g FD, BK, RT, LT)** - A list of commands inputted into 2Logo to move the turtle around the screen.
- Multi Line Mode** - Type several lines of commands in the text area.
- Pen Down** - Lowers the screen pen so the 2Logo turtle draws a line on the screen.
- Pen Up** - Raises the screen pen so the 2Logo turtle doesn't draw on screen.
- Prediction** - When you say what is going to happen when you run the instructions.
- Procedure** - Pieces of Logo text with a procedure name that can be run by calling them by name. Saves time if you want to print to screen lots of the same shape.
- Repeat** - A set of instructions that is run a specified number of times.
- Run Speed** - The speed at which the 2Logo turtle moves around the screen.
- SETPC** – Set pen colour to a given colour.
- SETPS** - Set the thickness of the pen's line.

## 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



## Key Images



Open, close and share work



Press and the logo mouse follows your instructions



Choose the turtle style



Reset the mouse to the start position



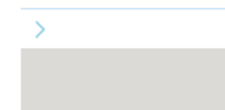
Choose a background



Change the speed at which the mouse moves



Switch the grid on and off



Write the logo instructions here