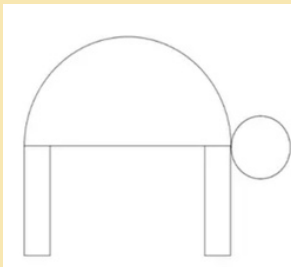




CAROLINE HASLETT KNOWLEDGE ORGANISER COMPUTING YEAR 5 AUTUMN 2 TURTLE LOGO



VOCABULARY

Key Vocabulary	
algorithm	A sequence of ordered instructions.
arc	A curved line that is part of a circle.
command	An instruction given by a user to tell a computer what to do.
coordinate	The numbers or letters used to give the position of a point on a grid.
debug	To find, remove or correct errors in a computer program.
procedure	A collection of programming instructions for a task. A procedure assigned to a name that is created by the user.
random	An action that is carried out without any regular pattern.
repeat	To do or produce something again or more than once.



SKILLS

Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems;

Solve problems by decomposing them into smaller parts

Plan what needs to be written for each stage

Write a computer program with several steps in order to achieve a goal

Debug a simple program after testing it.

KEY FACTS

Logo is a programming language.

Turtle Logo consists of the programming software Turtle Academy and a programming language called Logo.

The programming language and software allow you to draw shapes and create different images by moving a turtle on the screen.

A 'turtle' is an object on the screen that draws a 'pen' line behind it whenever it goes.

The turtle is controlled using commands, such as forward 2, right 90 or left 90.

A nested repetition is a program that has a repetition command inside another repetition command.



Leila -
Winstanley

```
Repeat 25 [repeat 25 [fd 100 rt 123] rt 123 setcolor random 16]
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Abhay - Winstanley



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repeat 99 [repeat 56 [fd 100 rt 100] rt 81 setcolor random 15] ht
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