
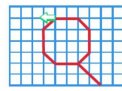



GGA- Summer Computing Knowledge Organiser for Year Four Logo 4.5





Vocabulary

Debugging	The process of identifying and removing errors from computer hardware or software.
LOGO	A text-based coding language used to control an on screen turtle to create mathematical patterns.
LOGO commands (FD, BK, RT, LT)	A list of commands inputted into 2Logo to move the turtle around the screen.
Predication	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.

Skills that I am going to learn.

Know what the structure of coding language of LOGO	Know how input simple instructions into LOGO
I can recognize the structure of the code in LOGO	I can write a line of code in LOGO
	
Know how to use and build procedures in LOGO	
I can create a procedure in LOGO	
	

Key Resources

Why are we learning this?

To be able to see different forms of coding language.

Why is this important?

It is a way to experience different forms of coding.

Key Questions

What is Logo?