

LOGO LANGUAGE

use these codes to plan your algorithm

- 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.
- CS - clear screen
- PU – lift the pen up off the screen.
- PD - put the pen back down on the screen.
- home - returns the turtle to the centre of the screen



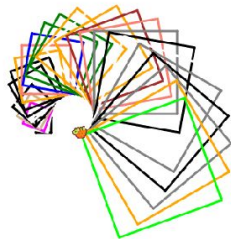
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drawSquare

<Username>

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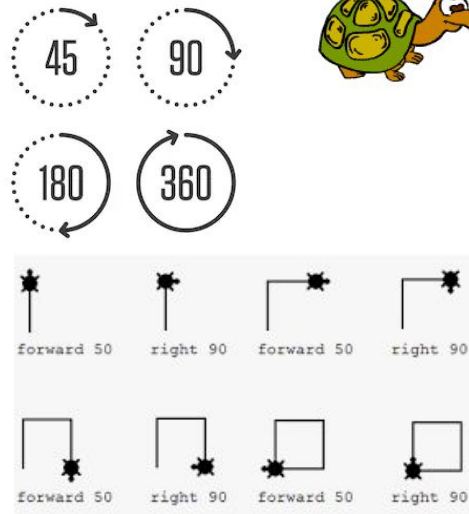
1 clearscreen
2 make "pause 20
3 pendown
4 setwidth 3
5 make "l 20
6 do.while [
7   repeat 4 [rt -90 fd :l ]
8   wait :pause
9   penup
10  fd 5
11  rt 10
12  pendown
13  setcolor random 20
14  make "l :l + 5]
15  :l < 150
    
```



What is LOGO?

It is a coding language that you can use to program a screen turtle to make patterns or shapes.

You need to use commands that tell the turtle which direction to turn and by how many degrees and which direction to travel and by how many units.



VOCABULARY

coding	the process of creating or debugging algorithms to create animations, programmes and games
algorithm	a logical sequence of instructions in computing code
command	a value that can be changed (size, direction, speed, score)
repeat	an instruction within the algorithm to loop it
debug	analyse and correct an algorithm that is not working correctly
input	information (data) a computer receives
output	information (data) a computer sends out