Radcliffe Primary School Knowledge Mat

Computing - Logo

Subject Specific Vocabulary

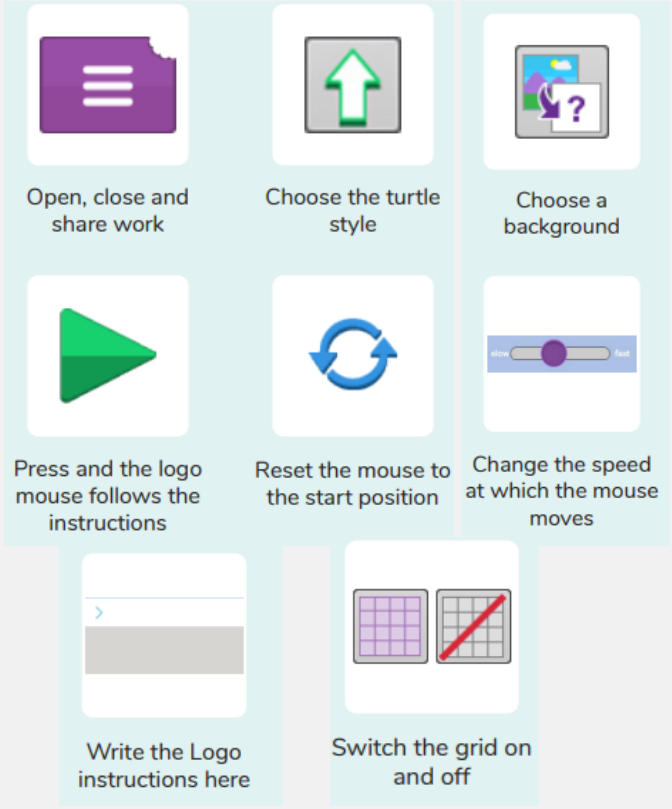
Debugging	The process of identifying and removing errors from computer hardware or software.
Grid	The template around which the 2Logo turtle moves.
LOGO	A text-based coding language used to control an on screen turtle to create mathematical patterns.
LOGO Commands (e.g FD, BK, RT, LT)	A list of commands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

purple mash



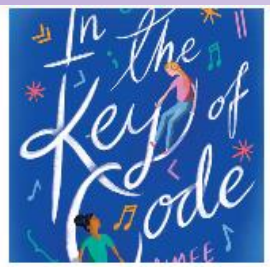
What is Logo?

Logo is a text-based coding language used to control an on-screen turtle to create mathematical patterns.



Recommended Reads





Sticky Knowledge

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 create shapes.

To use and build procedures in Logo.