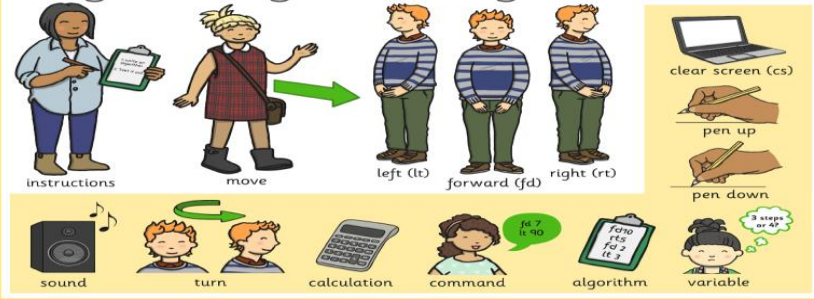


Year 4 – Turtle and Logo

What it looked like last year...

Programming Turtle Logo and Scratch

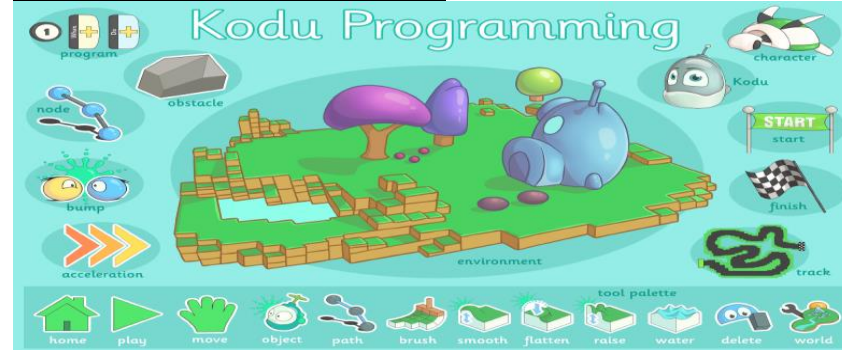


- Create & debug algorithms and draw regular polygons using the repeat function
- Change an alter pen settings
- Create algorithms to draw patterns

Vocabulary (definitions)

Algorithm
 Left / Right
 Forward
 Clear Screen
 Random
 Commands
 Set Size / Colour
 Label
 Procedure
 Fill
 Arc

What it looks like in year 6...



- Open Kodu and navigate the programming environment using keyboard or mouse.
- Add objects & program them using When and Do.
- Plan & design features of an original virtual environment.

Sequence of Learning

1. **Procedures** (I can create & debug an algorithm and create a procedure)
2. **Setpos** (I can use Setpos to draw shapes)
3. **Colours** (I can use an algorithm to create different colours)
4. **Fill** (I can create an algorithm to fill areas with colour)
5. **Label** (I can create an algorithm to produce text)
6. **Arc** (I can create an algorithm to draw arcs)

Cultural Capital

- To be able to use wider programming skills and write an algorithm and program a procedure.
- The real life knowledge that links is: Instructions and understanding how to make things work
- The jobs it can be used in are: a quiz designer or host; Graphic designer or a computer programmer.