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| Logo and computational thinking key language |
| Algorithm | A list of instructions. |
| Sequencing | Placing instructions in a particular order. |
| Decompose | To break something down into smaller parts. |
| Loop | A repeated set of instructions. |
| Logo  | An educational programming language. |
| Turtle | A central sprite to program. |
| Predict | To make an educated guess at what might happen. |
| Script | Text based list of programming instructions. |
| Output | The outcome of the completed program. |
| 2D shape | A flat shape with two dimensions (length and width). |
| Angle | The amount of turn between two lines. |

**Logo and computational thinking.**

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| Key concepts |
| To sequence programs. |
| To solve problems by decomposing into smaller parts. |
| To design, write and debug programs that accomplish specific goals. |
| To include control, simulation or solve problems when decoding. |
| To use sequencing, selection and repetition in programs. |
| To work with various forms of input and output. |

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| Logo – Key code |
| FD – forward | **Home – return to centre** |
| BK - back | **CS – clear screen** |
| RT – right turn | **PD – pen down** |
| LT – left turn | **PU – pen up** |
| Rpt - repeat | **To procedure…END** |

