Computing

Programming Turtle Logo and Scratch

Drawing Shapes



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Aim

- I can create an algorithm to move or rotate the turtle.

Success Criteria

- I can write commands in the correct order.
- I can write a variable value where required.
- I can correct any mistakes.
- I can use the commands fd, lt, rt to move or rotate the turtle.
- I can use cs to clear the screen.

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Squares and Rectangles

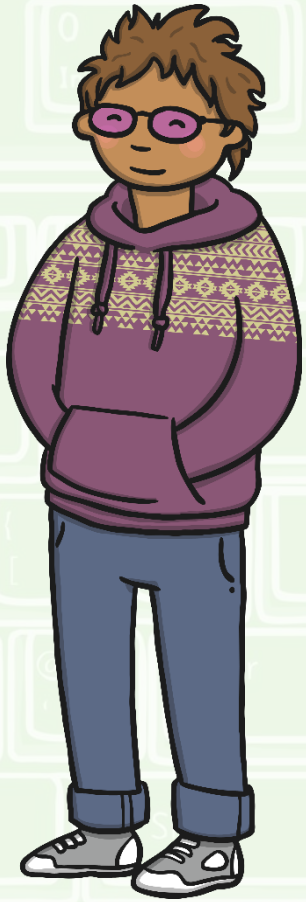


Give instructions to a partner to walk a square or rectangle using the commands below:



forward <steps>.

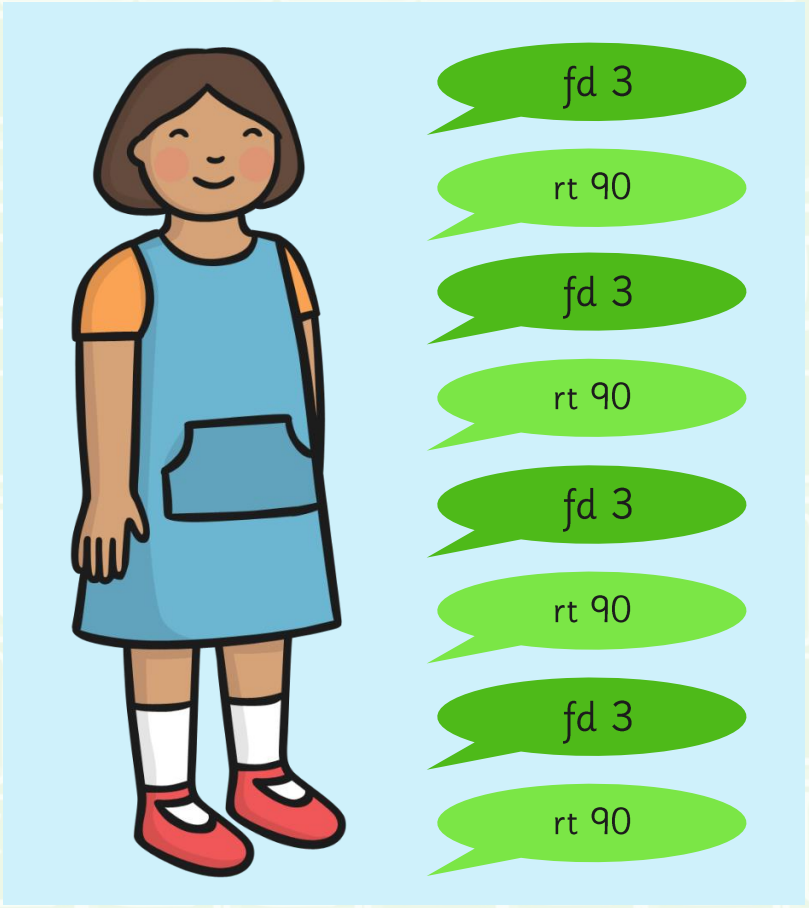
right 90 or left 90.

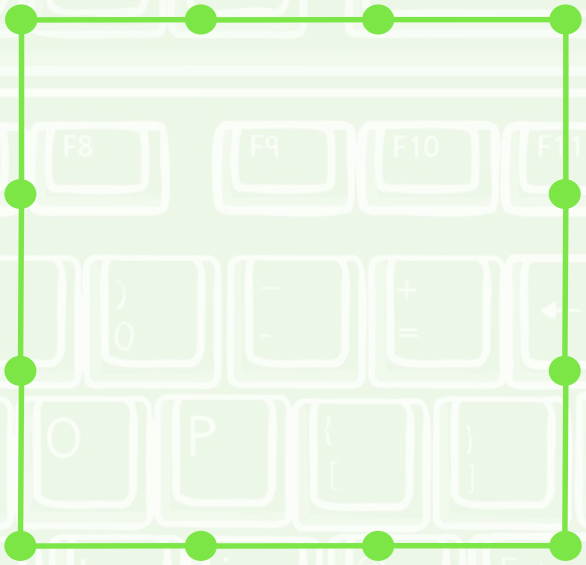


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Walking Shapes

Can you walk a square of side 3 steps?

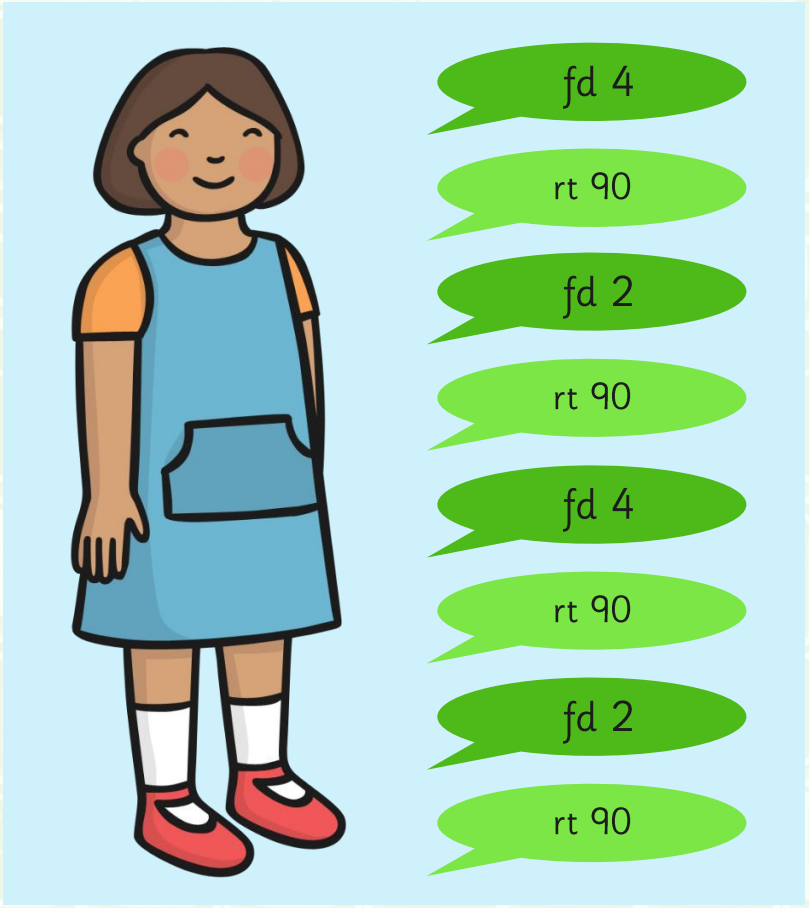


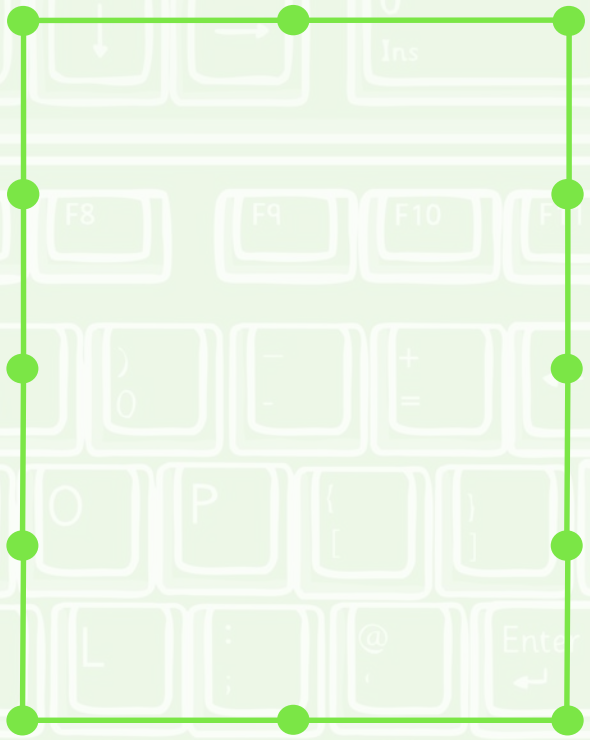


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Walking Shapes

Can you walk a rectangle of sides 4 steps and 2 steps?





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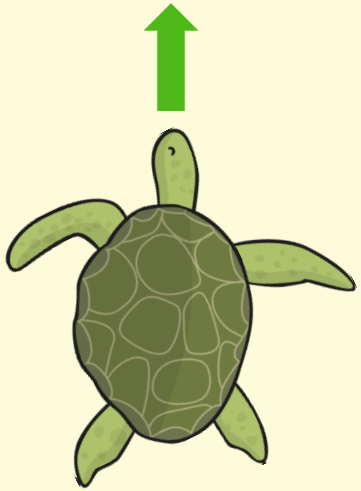
Turtle Logo Commands

Here are some of the main commands needed for these tasks:

Moving Forward



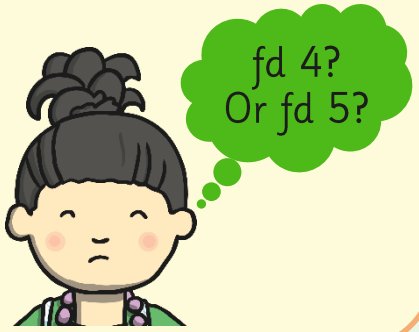
Forward 100
or
fd 100
will move the turtle forward 100 units.



Change the number (variable) to move the turtle a different distance.

fd 4

rt 90

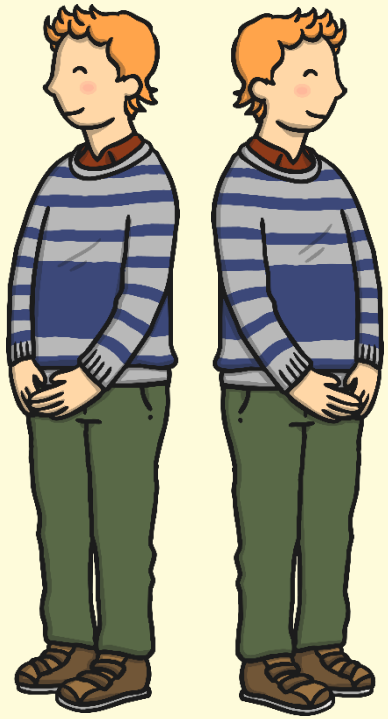


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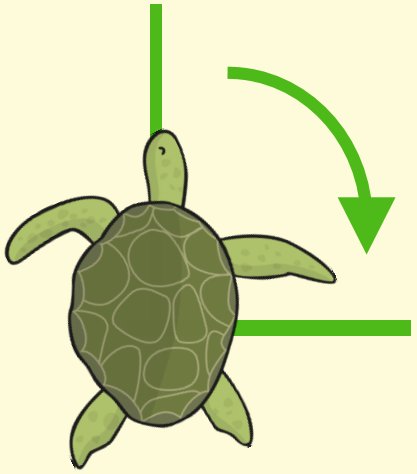
Turtle Logo Commands

Here are some of the main commands needed for these tasks:

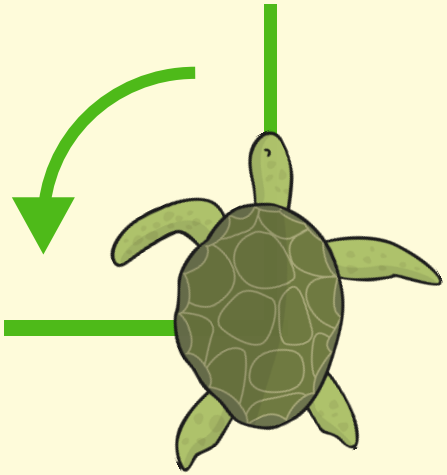
Turning left and right



Right 90 or rt 90 will turn the turtle to the right (quarter turn or 90°).



left 90 or lt 90 will turn the turtle to the left (quarter turn or 90°).



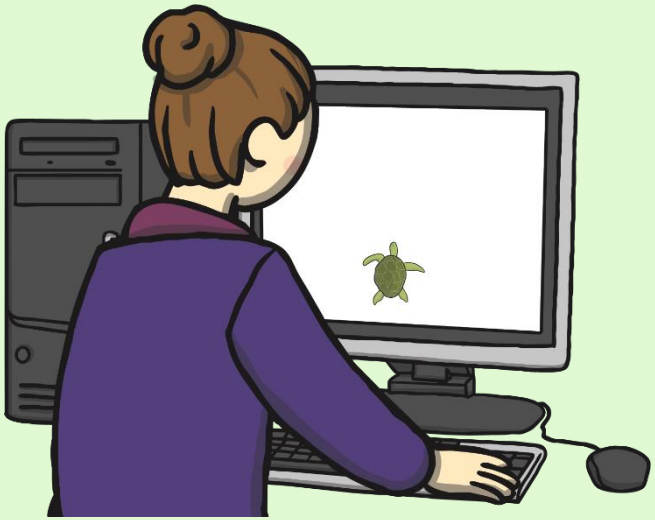
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Turtle Logo Commands

Here are some of the main commands needed for these tasks:

Clearing the Screen

'Clearscreen' or 'cs' will clear the screen and return the turtle to the starting position.



Using the Up Arrow

You can use the up arrow to scroll back through previous commands. This can save time by not having to type out commands again.



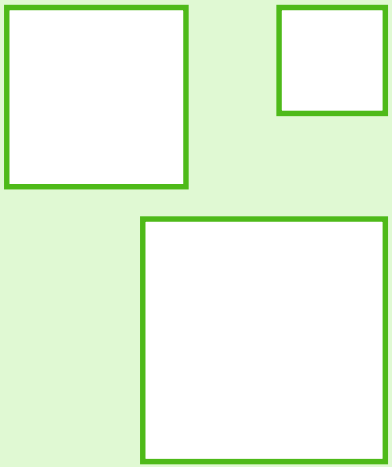
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Drawing Squares and Rectangles

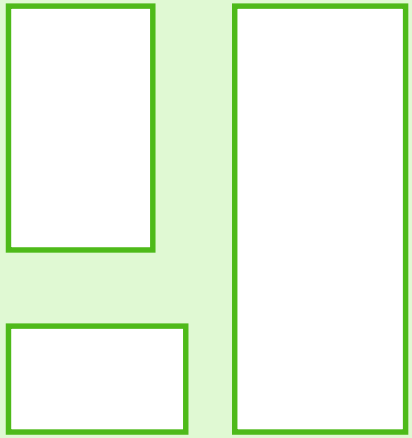


Using a Turtle Logo programme on a computer or tablet, draw some different squares and rectangles.

Can you write algorithms to draw squares of different sizes?



Can you write algorithms to draw rectangles of different sizes?



What happens if your algorithm has a mistake?



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Check

Let's look at some of the algorithms you have used:

Are the commands in the correct order?



Are the commands used correctly?



Have we used different algorithms that draw the same shape?



Can we debug any that don't work?



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Aim

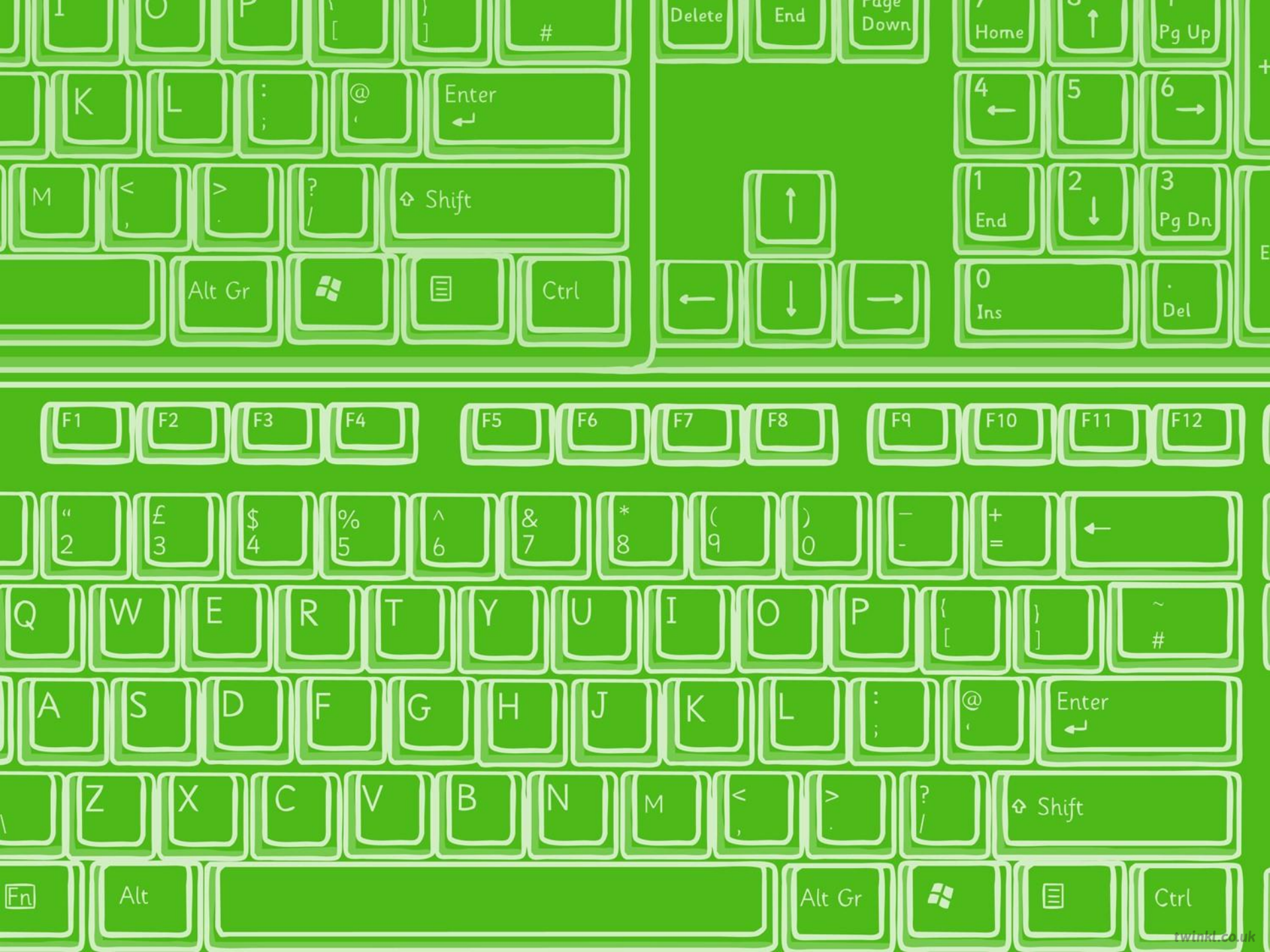


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