

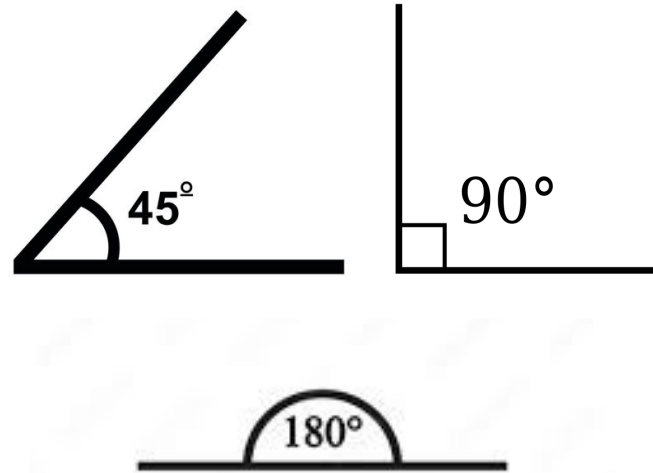
Year 4: Computing– Programming A– Repetition in shapes

Turtle Academy– Logo commands

<https://turtleacademy.com/playground>

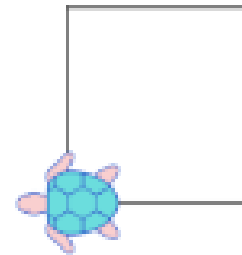
| | |
|----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| FD | forwards. FD is always followed by a space and then a number of steps, eg FD 50 |
| BK | backwards. BK is always followed by a space and then a number of steps, eg BK 50 |
| LT | left. LT is always followed by a space and then a number of degrees to turn, eg LT 90 |
| RT | right. RT is always followed by a space and then a number of degrees to turn, eg RT 90 |
| CS | clear screen. This command clears any pen marks on your screen and gets the turtle back to the home position in the centre of the screen. |
| PU | pen up. This command will stop the turtle from leaving a pen trail. It is not followed by any numbers. |
| PD | pen down. This command will make the turtle start leaving a pen trail again, so it needs to be used before you want to draw. It is not followed by any numbers. |

Angles



Example code

```
1 fd 90
2 rt 90
3 fd 90
4 rt 90
5 fd 90
6 rt 90
7 fd 90
```



Key Vocabulary



Commands: A specific instruction given to a computer program that tells you what to do



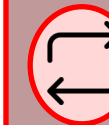
Algorithm: a sequence of instructions that are followed to complete a task.



Debug: Correcting found errors.



Symbol: Objects, which are easy to understand, but they represent something more complex



Repeated: Occurring again several times in the same way



Loops: Used to repeat a specific block of code a known number of times



Decomposition:
Breaking things down