

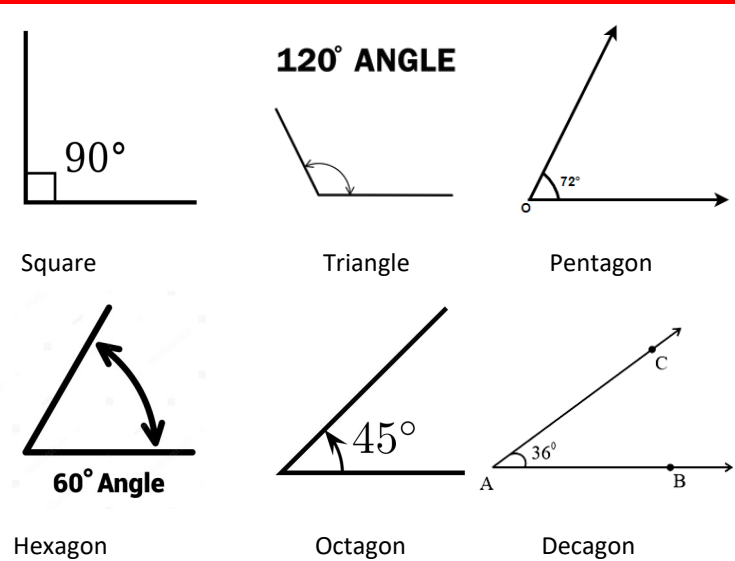
Year 4: Computing– Programming A– Repetition in shapes

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.

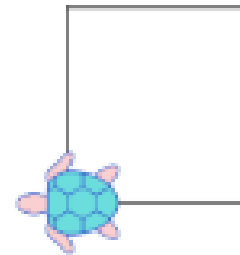
Angles



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



Procedure: a named code snippet that can be run multiple times



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