

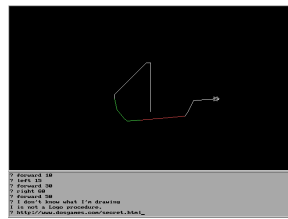
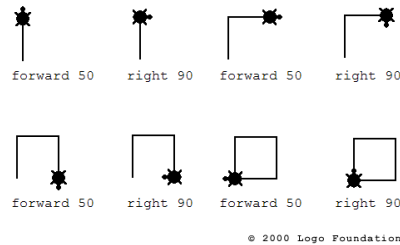
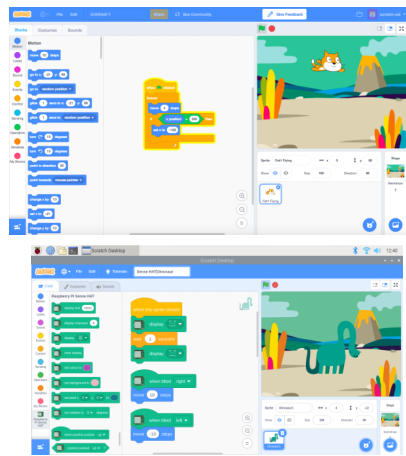
Year 3—Coding and programming

Using Turtle Logo and Scratch

By the end of this unit we will be able to:

- Create and debug algorithms to draw regular polygons using the repeat command/block (Turtle Logo and Scratch)
- Draw shapes with spaces between using penup and pendown (Turtle Logo)
- Change and alter the pen settings (Scratch)
- Draw regular polygons using Logo to calculate the angle (Turtle Logo)
- Create and debug algorithms to draw patterns by repeating regular polygons (Scratch)

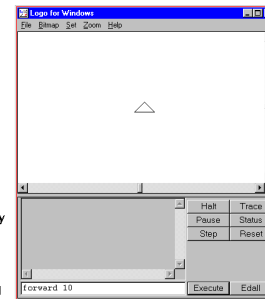
Examples of Scratch and Turtle Logo



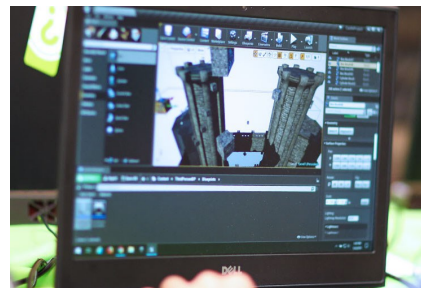
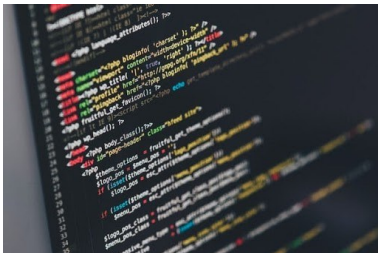
The Turtle

Command History and Error Messages

Next Command



Why is coding and programming important?



Apps/software used in this unit:

Scratch

Logo Turtle

Beebots

Wonder

Enjoyment

Love of Language

Belonging

Empathy

Courage

Kindness

Key Vocabulary

Algorithm	A process or set of rules to be followed in calculations or other problem-solving operations.
Instructions	A direction or order
Commands	A direction or order
Variable	Something that is likely to vary or change.
Coding	The process or activity of writing computer programs.
Programming	The process or activity of writing computer programs.
Scratch	An app used for programming and coding.
Turtle Logo	An app used for programming and coding.