

# Computing Yr 3/4 Knowledge Organiser

## Main Learning: Programming - Turtle Logo

### Key knowledge



Know how to create and debug an using the move, rotate and repeat commands.

Know how to create and debug algorithms using pen up and pen down.

Know how to create and debug algorithms that draw regular polygons.

Know how to create and debug algorithms to draw shapes.

Know how to create and debug algorithms that draw regular polygons and patterns.

			
pen up	pen down	variable	algorithm
			
right (rt)	forward (fd)	left (lt)	turn
			
instructions	clear screen (cs)		calculation
			
	commands		
			
		move	