

Preparing for Turtle Logo

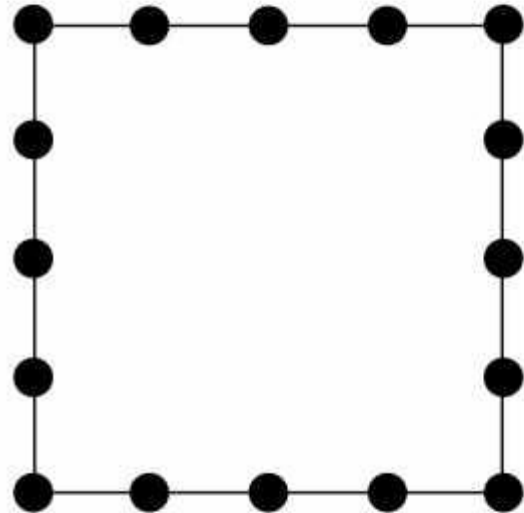
Type your aims and success criteria here.



Your child has been creating algorithms for walking shapes and routes by moving forward a number of steps and making quarter turns. (An algorithm is a set of precise instructions.)

For example, to draw a square you would use the following instructions:

```
forward 4  
quarter turn to the right  
forward 4  
quarter turn to the right  
forward 4  
quarter turn to the right  
forward 4  
quarter turn to the right
```



Here is a suggested task that will help reinforce this learning.

1. Create algorithms for some routes around the house using the commands: forward (number of steps), quarter turn to the right, quarter turn to the left.
2. Have someone else in the family check the algorithms.
3. Debug (correct) any mistakes in the algorithms.

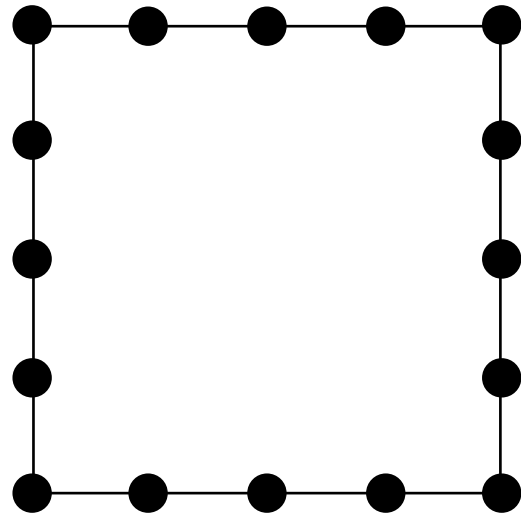
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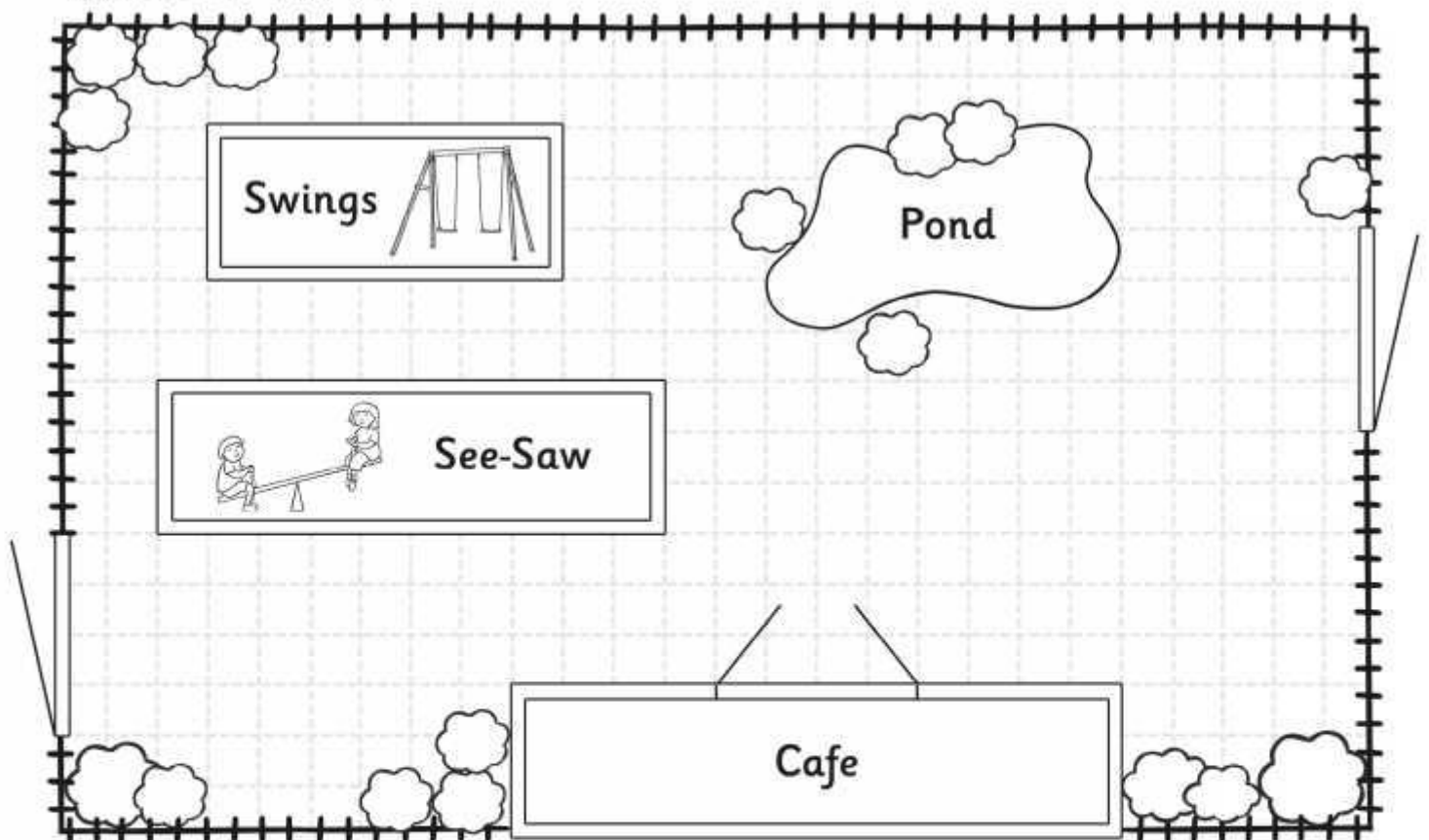
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Your child has developed their use of commands in Turtle Logo language. They have learnt to use `fd` for forward, `rt 90` for quarter turn to the right and `lt 90` for quarter turn to the left. Here is a suggested task that will help reinforce this learning.

1. Use the plan of a park below to write algorithms for a small figure following a route to different areas of the park.
2. Have someone else in the family check the algorithms.
3. Debug any mistakes.

The Park





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1. Draw a plan of a route in, or near your home in the space below.
2. Write some different algorithms for a small figure to follow some routes on the plan.
3. Have someone else in the family check the algorithms.
4. Debug any mistakes.



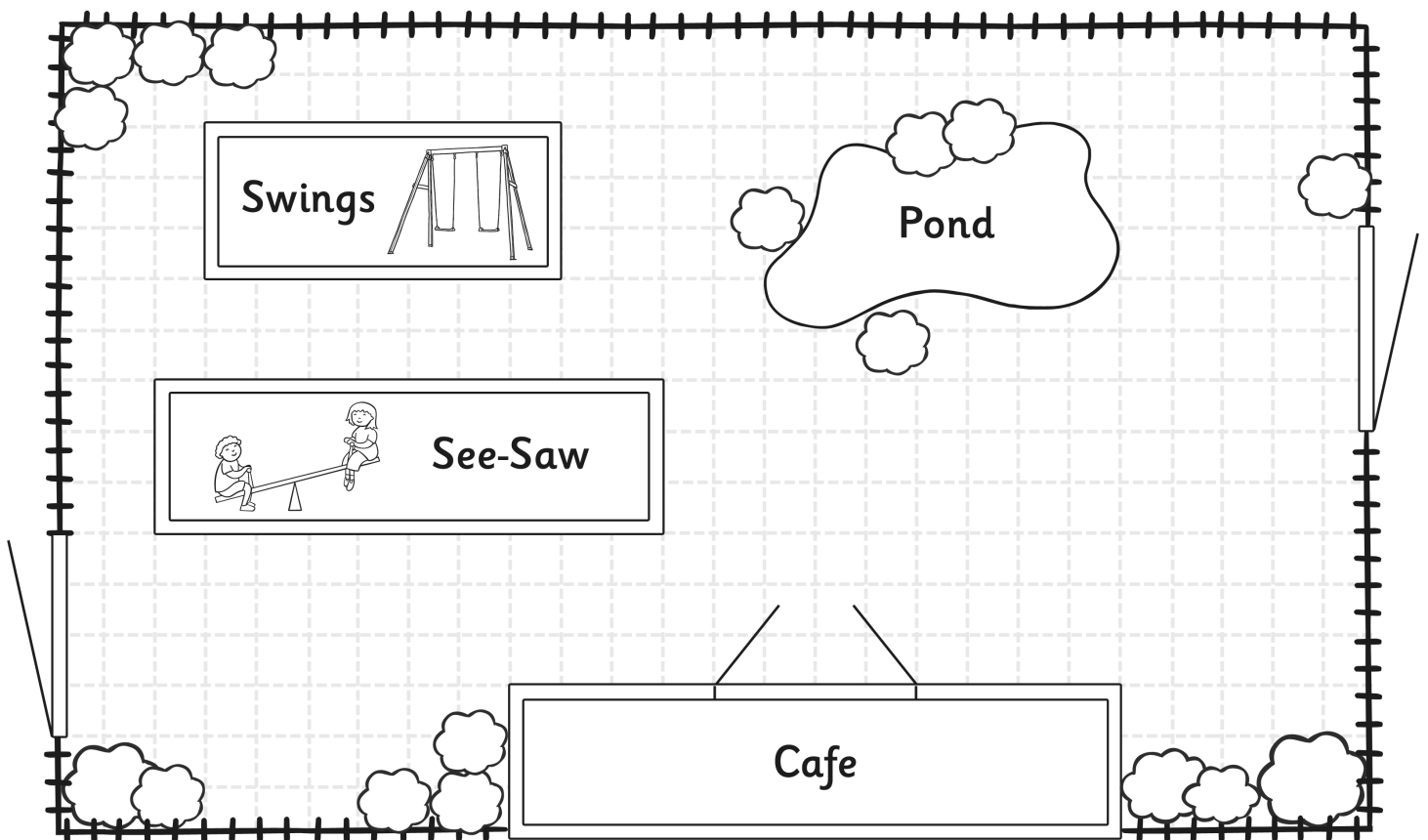


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