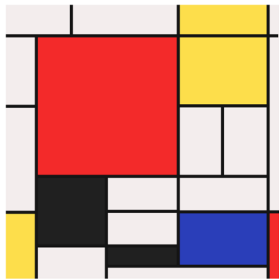# Fill, Labels and Arcs

In your computing lessons you have been creating algorithms using Turtle Logo. (An algorithm is a set of precise instructions.)

You have learnt how to:

- fill shapes with a colour
- create label(s)
- draw arc(s)

Try the following tasks:

1. Make some patterns with filled shapes.
2. Make some patterns using labels.
3. Write some algorithms for filled and labelled quadrilaterals.
4. Use all of the above to produce a piece of abstract art.

Note to Parents: Free online programs are available. Just search for Turtle Logo or Turtle Academy, or install MSWLogo.
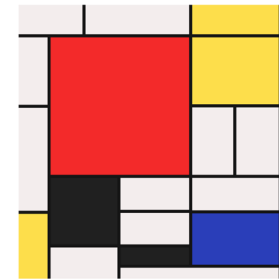
Writing Procedures

In your computing lessons you have been creating algorithms using Turtle Logo. (An algorithm is a set of precise instructions.)

You have learnt to write procedures using:

- to …. end
- setpos commands
- setxy commands
- setpc to draw coloured lines

Try the following tasks:

1. Use setpos or setxy (e.g. setpos [100 0] or setxy 100 0) to draw squares and rectangles.
2. Change the colour using the setpc command and a number up to 15. Now redraw some of the rectangles and squares.
3. Use all the commands above to create procedures for coloured quadrilaterals.
4. Use a range of different quadrilaterals to produce a picture of a house.

Note to Parents: Free online programs are available. Just search for Turtle Logo or Turtle Academy, or install MSWLogo.