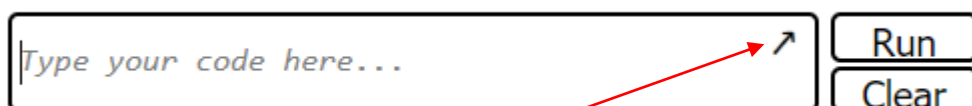


## Yr 6 Home Learning Transition Task – Computer Science

You are about to look at a very simple programming language to give you the idea of Computer Programming. Click on the link below, or copy and paste it into your internet browser.

<https://www.transum.org/Software/Logo/>

You should now see the Logo screen. You can program the cursor (known as the turtle) to draw shapes. You should click on the tab at the top that says “Level 3”.



You will need to click on that arrow in the top right hand corner to expand the window before you click “Run” to run your code.

You should use the “Logo Help Sheet” to have a go at the following tasks. **You must refer to this help sheet, as it gives you the correct way of writing the code, known as the syntax.**

1. Get comfortable with the commands to make the turtle go forward, backward, left, right etc and also using CS to clear the screen. Now try and draw your initials.
2. Have a go at changing the size of the pen, and also the colour.
3. Create some 2D shapes. Hint: in order to get the correct number of degrees to turn you must divide 360 by the number of corners the shape has. So, a pentagon with 5 corners would be 360 divided by 5, which is 72; so each turn will be 72 degrees.
4. Draw your shapes again, this time using the repeat command.
5. Use the To and End commands to pre-program a shape, and use this to make a flower pattern (if you get stuck you can copy the example on the help sheet). Essentially, you’re pre-programming a shape, and then repeating that shape followed by a small turn. You will need to work out the number of degrees to turn on a calculator. It is 360 (degrees in a circle) divided by the number of shapes you want. So the example on the help sheet has 18 pentagons, and 360 divided by 18 is 20, so we turn 20 degrees after we draw each pentagon.
6. Now you have the idea, be creative, and see what you can do yourself with Logo. There will be plenty of ideas on the internet.