

## Knowledge Mat - Computing: Turtle Logo

### Key Vocabulary

algorithm – a set of rules or instructions to be followed

debug – find out what is wrong with an algorithm

procedure – a set of commands that you have grouped together - so they don't have to be typed out every time.

commands - the instructions you give to the turtle e.g. fd 100 pen

turtle – the image of a turtle, which you command to move around the screen

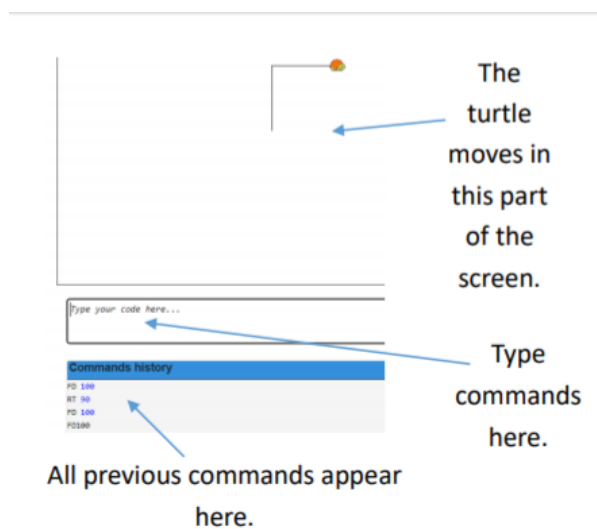
### Key Knowledge

Turtle Logo can be used online at

[www.turtleacademy.com](http://www.turtleacademy.com)

Use commands and abbreviations:

- Forward e.g. forward 200 [makes a line 200] FD200
  - Backward BK
- Right 90 [turtle turns right through a 90 degree angle] RT90
  - Left LT
  - PenUp PU
  - PenDown PD
  - HideTurtle HT
  - ShowTurtle ST
  - Repeat
  - Penserase PE
  - PenPaint PPT



0: black	1: blue	2: green	3: cyan
4: red	5: magenta	6: yellow	7: white
8: brown	9: tan	10: green	11: aqua
12: salmon	13: purple	14: orange	15: gray

I can use the fill command to fill enclosed shapes.

The colour of the fill is set by the setcolor or setfillcolour (**setfc**) command.

e.g. setfc 4

Set the position of the turtle using x and y coordinates and the command:

setpos [100 50]