

# Computing Year 3 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)	 commands	 move