

First Logo Part 2.

1. Ask the children to load in the program by themselves. (They should be able to do this!!)
2. Ask the children to draw a letter W, and then a letter H using the penup and pendown control. For the letter H ask if they can do it in two different colours. You may need to check to see if they are taking the pen up and putting it down again correctly.
3. Delete the work done to ensure we begin the next section with a clear screen.
4. On the 'slate' click the forward command and then enter the number 10. To make the turtle move the children need to click on the enter arrow.
5. Click on right then enter 20 and ask the children what they think will happen before they press enter. (The turtle moves 20 degrees to the right, not 20 paces to the right.) To make the turtle turn a corner the commands are right or left 90 degrees and then forwards.
6. Delete the children's work and then see if they can draw a right angled corner on the screen using the slate.
7. We will now draw a square! Take the children to a table and ask them to slowly draw a square whilst their partner writes down what they actually do. I.e. draw a line, turn 90 deg draw a line, turn 90 deg etc. (They will probably forget to turn 90 deg.) Ask the children what they can tell you about how long the lines should be.
8. When they have written down the lines of instruction they can enter them onto the computer. These lines of instruction are simple programs.

9. Now we can try making up some programs to draw other shapes. Try a rectangle, a triangle (60 deg angle of turn).
10. Ask the children to write down their programs for each of the shapes into their notebooks when they have correctly drawn them on the screen.
11. If the children should complete these tasks, load in the paintpots scene and see if they can visit each paintpot by using only the slate.