

TOPIC: LOGO LESSON PLAN

Key Stage: 3	Year 7
Unit 6 'control – input, process and output'	Room:
Period 5, 2.00pm – 3. 15pm	
Head of Department: Mr. Tim Brosnan	
Tutor: Mr. Winston Taylor	
First lesson out of a series of three sessions	Date:

Learning objectives

- All students should be able to know basic Logo commands
- All students should be able to know how to make procedures to draw a square and a window
- Most students should be able to copy work on Word and a print out
- Some students should be able to colour and to save procedures

Key Questions

what is Logo?
What can we do in Logo?

Resources

enough computers in class for each students
Logo package on all computers
Handouts about Logo

Introduction to logo: 2.00 – 2.15

Getting started: 2.15 – 2.20

Programmes

ICT Programmes

Logo

Task: 2.20 – 3.05

Draw a square: you should write a procedure to do this.
Type **to square** and enter on your keyboard.
Define square by:

Square

Repeat 4[fd 60 rt 90]

Click define to finish and you have just created a procedure.

Draw a window: the same pattern from square.
You then type a procedure on the define screen:

Window

Repeat 4[square rt 90]

Extension task

Colour, save and print work with name on them. **3.05 – 3.15**

Basic Logo commands

Command	Explanation	Example
fd	forward	Fd 50
bk	back	Bk 50
lt	left	Lt 90
rt	right	Rt 90
pu	Pen up	
pd	Pen down	
cs	Clear screen	
repeat	Repeat a command	Repeat 4[fd 50 rt 90]

Making a procedure

To have a procedure for square: **to square** and followed by the command

To edit a procedure: an example is, to edit square, **edit square**

Links to other/further sessions

This lesson will be linking with the next ICT lesson planning activity to draw a windmill, and to draw and colour a flag.

Link with National Curriculum

unit 6... 'control - input, process and output'