

Mark Sheet

Name.....

Tutor Group.....

Control With Logo

Assignment

For this assignment you will learn about control and programming using the Logo language. You will learn how to give instructions to make a turtle move and how to write and refine Logo programs to create different shapes.

National Curriculum Attainment Levels

- 2d Pupils control devices purposefully and describe the effects of their actions.
 3c They understand how to control equipment to achieve specific outcomes by giving a series of instructions.
 4e Pupils use IT systems to control events in a predetermined manner...
 5c They create sets of instructions to control events, and are becoming sensitive to the need for precision in framing and sequencing instructions

Level	Done	Evidence (bold task essential)	Observations
2d		Lesson 1 <ul style="list-style-type: none"> • Participation in whole-class Logo exercise. • Printout of online task - Control With Logo.doc. • Completed Turtle Search worksheet. 	Square 100 Square 30 Square pattern Picture
3c		Lesson 2 <ul style="list-style-type: none"> • Observed and/or saved completed lesson 2 tasks. • Completed Logo Initials worksheet. • Map.lgo completed correctly 	Logo House Star shape Triangle
4e		Lesson 3 <ul style="list-style-type: none"> • Observed and/or saved completed lesson 3 tasks. • Completed Logo House worksheet. 	Picture Repeat square Rpt. Square size 150
5c		Lesson 4 <ul style="list-style-type: none"> • Observed and/or saved lesson 4 tasks. • Completed polygon worksheet. 	Repeat Triangle Repeat Hexagon
		Lesson 5 <ul style="list-style-type: none"> • Observed and/or saved lesson 5 tasks. • Completed <i>I know LOTS about Logo!</i> sheet. • Completed Logo homework sheet. 	Circle
Additional Comments			