

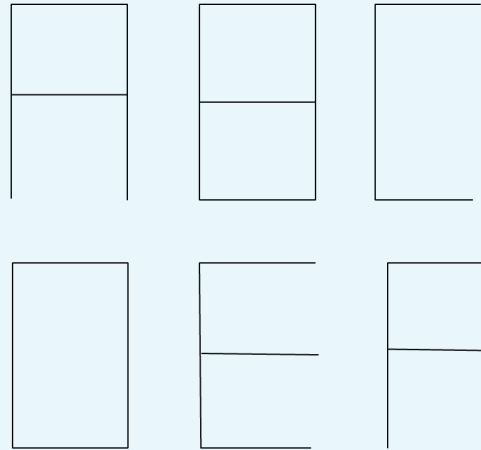
## Programming A – Repetition in Shapes

An algorithm is  
an ordered set of precise instructions



You are going to create a plan to draw a letter, which you will later program in Logo.

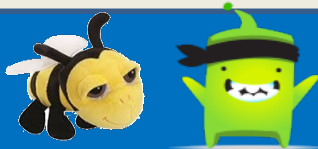
First, choose the initial that you are going to draw.



What design are you going to choose? Think about how many instructions you might need....



We will be using precise instructions to control the turtle as part of our code! We will start by creating letters and numbers by writing different instructions (such as forward, backward, left and right). We will then progress to creating more complicated patterns using the same code.

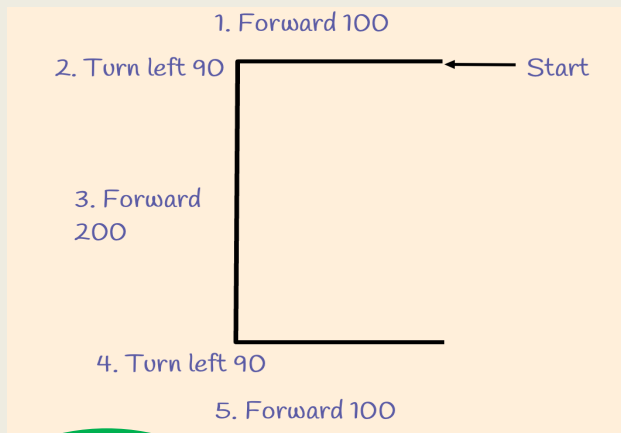


# NPA Knowledge Organiser: Year 4 Computing - Spring

We will create an algorithm that will create our design, in order, from a blank screen.

Type your code here...

Run



WORD	DEFINITION
<b>PROGRAM</b>	a series of <u>coded</u> software instructions to control the operation of a computer
<b>TURTLE</b>	Icon on the screen that you can control
<b>COMMAND</b>	Another word for instruction
<b>CODE SNIPPET</b>	A Small part of a larger code
<b>ALGORITHM</b>	A set of precise instructions
<b>DESIGN</b>	do or plan (something) with a specific purpose in mind.
<b>DEBUG</b>	identify and remove errors from computer software
<b>PATTERN</b>	a repeated decorative design.
<b>REPEAT</b>	say or do the same thing again.
<b>REPETITION</b>	a thing repeated.
<b>VALUE</b>	Another word for a number.