Computing   Friday 22nd January 2021

LO: I can use programming controls to perform an action.

Depending on whether you are happier using Scratch or fmsLogo, there are resources for both again today.

Logo: Use the handout, the PowerPoint and the glossary to help you design the code sequence to draw the initial letter of your name – this may take a few attempts and experimentation to solve any problems (in computing we call this 'debugging').

If you complete this you might like to have a go at creating a 'Procedure' for your letter using the resource sheet that was put on to last weeks home learning. Doing this will allow you to draw the letter just simply by typing the letter into Logo rather than all of the code each time – A useful shortcut that saves a lot of time in programming!

Scratch – If you are using Scratch then follow through the steps in the PowerPoint, starting with exploring the code in the example. Can you manage to get different sprites through the maze and then PROVE IT?

As an extension, maybe you could design a maze of your own and try and complete that. Maybe you could try and predict all of the moves and turns and create a sequence to go through the maze all at once? (this is a definite challenge!)

Most importantly, have fun and try and think about what each instruction (or part of the algorithm) is doing.