Friday 29th January Programming

LO: I can move a sprite in four directions.

I have attached the lesson overviews for both the fmsLogo platform and for Scratch.

**Logo:**

Go through the PowerPoint presentation and think about the different examples of repeating patterns and how we can predict them and ‘program’ them. Use the worksheet (and extension if required) to go through the process of creating repetitive shapes. Learn to use the repeat function to make your programming more efficient – it was lovely to see a couple of examples of what you programmed last week, when you complete the challenges please send me a picture.

**Scratch:**

Go through the PowerPoint presentation, look at and, using the attached sheet, analyse what is happening in the included scratch example on slide 3. Use the knowledge you gained last week for moving sprites in four directions to program a drawing tool! Follow the prompts and think about the ways in which you can improve the function and look of the program – tip: the re-sizing skills you learned from last week will help. Please send me any pictures you have of your completed programs or shapes you have drawn.