

# Fun with LOGO

# LESSON PLAN

#### After this lesson, students will be able to:

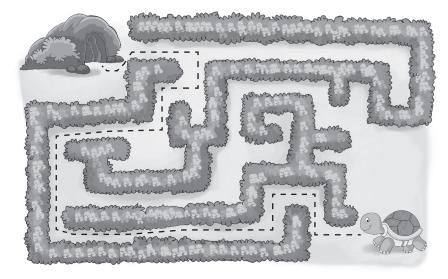
- » State the need for a language to communicate with the computer.
- » Define a computer language.
- » Describe MSW LOGO as a computer language used to draw and colour.
- » Start LOGO.
- » Label parts of the LOGO window.
- » Describe the following components of LOGO screen:
  - o Main screen
  - Commander Window
  - Command Input Box
  - Recall List Box
  - Turtle Head and Tail
- » Define primitives.
- » Use the following primitives with the correct syntax:
  - o FD
  - **BK**
  - o RT
  - o LT

- » Draw basic LOGO shapes such as:
  - o Square
  - Rectangle
  - o Triangle
- » Exit from LOGO.

## WARM UP

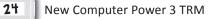
Ans.

» Help the turtle reach its home.



## CHAPTER NOTES

- » LOGO stands for 'Language of Graphics Oriented'.
- » It is a computer language used for drawing and colouring shapes, doing simple calculations, printing words or sentences, etc.
- » It is a very simple and easy-to-use language with simple commands.
- » LOGO has a turtle-shaped pointer that moves on our commands and while moving, it draws lines in the given directions.
- » MSW LOGO is a GUI-based version of LOGO developed at MIT.
- » The MSW LOGO window is divided into two parts:



- Main Screen
- Commander Window
- » The Main Screen, also called the Drawing Area, is the place where you actually draw.
- » The Commander Window is where you type and execute the instruction for the turtle to draw.
- » The Commander Window is further divided into two parts:
  - Command Input Box
  - Recall List Box
- » Command Input Box is located at the lower part of the command area. It is used to type commands.
- » All the commands typed in the Input box can be recalled or seen again in the Recall List box.
- » The small triangle in the centre of the drawing area is called turtle.
- » It is used as a pen to draw on the MSW Logo Screen.
- » The turtle moves according to the commands or instructions given to it.
- » It has two parts head and tail. The pointed head shows the direction it is facing. The base of the triangle is called its tail.
- » By default, the turtle is placed at the Home position.
- » The FD primitive moves the turtle in the forward direction by the given number of steps, drawing a straight line in that direction.
- » The turtle moves backward with the BK or BACK command.
- » The RT primitive moves the head of the turtle towards the right direction by the given angle.
- » The LT primitive moves the head of the turtle towards the left direction by the given angle.
- » Use the BYE primitive to exit from LOGO.

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## DEMONSTRATION

- » Starting LOGO
- » Using the following primitives with the correct syntax:
  - o FD
  - **BK**
  - o RT
  - o LT
- » Drawing basic LOGO shapes, such as:
  - o Square
  - Rectangle
  - o Triangle
- » Exiting from LOGO

# LAB ACTIVITIES

# A. Give the following commands to the turtle and draw the results in your notebook.

- 1. Forward 40
- 2. Right 90
- 3. Back 60
- 4. Left 90

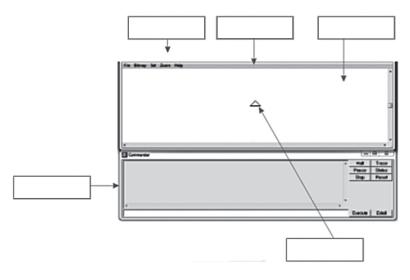
### B. Write commands for the following and make on the computer.

- 1. 20 steps forward
- 2. 40 steps forward
- 3. 30 degrees right
- 4. 40 degrees left

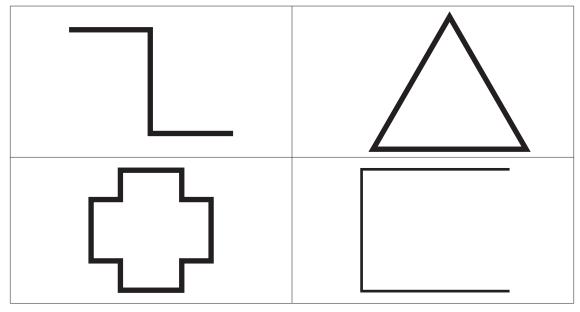
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Teacher can assess the students on the basis of the following questions.

A. Label the parts of the LOGO window.



B. Draw the following in LOGO.



#### SUGGESTED CLASS ACTIVITIES A. Tick ( $\checkmark$ ) the correct option. LOGO stands for: (a) Language of Graphic Oriented (b) Line of Graphic Organisation (c) Language of Graphic Organisation 2. The cursor in LOGO is called: (c) Turtle (a) Rabbit (b) Triangle 3. The Menu bar is just below the: (a) Title bar (b) Taskbar (c) Neither (a) nor (b) 4. The shape of the turtle is: (a) A circle (b) A triangle (c) A rectangle B. Fill in the blanks with suitable words given in the box. Title MSW LOGO FD Turtle 1. The version of LOGO used by Microsoft is known as \_\_\_\_\_ bar displays the name of the software we are 2. working in.

- 3. \_\_\_\_\_ is a small triangle.
- 4. \_\_\_\_\_ stands for forward.

### C. Write True or False.

- 1. The area where we can see the figures being drawn by the turtle is called Menu bar.
- 2. The main screen is also called the white screen.
- 3. LOGO is a computer language.
- 4. The Title bar is located at the top.

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