








## Getting to know Logo

1. Open the template **FirstLogo**. This contains just a few simple buttons to control the turtle. The pre set angle is 45 degrees and it travels about three turtle lengths.
2. To get started draw shapes and print them out. Place your cursor into a space and write the name of the shape.
3. Open the template **Maze**. This time the preset angle of turn is 90 degrees and the turtle travels about 1 length of itself. If you want to move from one place to the next to make shapes use the pen up and pen down symbols so that you do not leave a trail
4. Try to move through the maze and record each step of what you did in the space and print it out.

### Yellow Keypad

5. Start **Textease CT**. Add the Turtle tool bar.
6. Add Turtle  select Key pad  The keypad will open at yellow level 1. The keypad buttons control the turtle movement, allow trail lines to be left in a choice of colours and be cleaned when finished with.
7. Draw a shape, e.g. a square or letter. If the Home button is touched at any point the turtle will go home ( to the centre of the page) immediately. If the turtle disappears off screen this is the best solution to retrieve him.
8. The Replay button  can be used to repeat a shape, or to review the path the turtle has taken. To see it from the beginning, press the sequence of buttons Home, Clean, Replay.
9. The keypad can also be used to make the turtle move through mazes, along roads etc.

### Green Keypad

10. Open a new page. Click on Turtle and select Keypad. Choose the Green level.   
11. Instead of drawing a square by typing in forward 20 right 90, forward 20 right 90, forward 20 right 90, forward 20 right 90, try:
  - Repeat 4,
  - Forward 20,
  - Left 90,
  - End.The instructions are repeated 4 times.  
This draws a square.
12. Press Replay  and the computer will draw the square.
13. Press Save (on the keypad) and it will save the procedure to draw a square - all you have to do is name it. To look at the procedure press Edit .  
If you make a mistake press the red button and start again.

### Blue Keypad

Blue level is very similar to green except that the logo commands have been replaced by the logo short commands, fd instead of forward, rt instead of right, lt instead of left, bk instead of backwards, pd for pen down and pu for pen up. Try making a hexagon then Save it and name it as a procedure called Hex.