

What we will learn

E-safety

We teach our children to be SMART online

S Stay Safe
Don't give out your personal information to people / places you don't know.

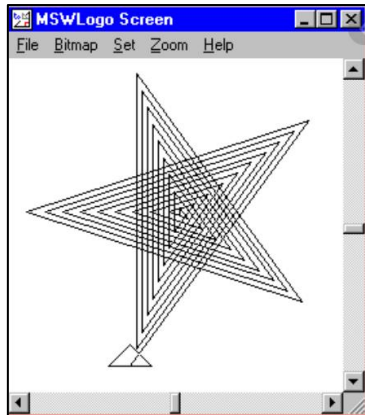
M Don't Meet Up
Meeting someone you have only been in touch with online can be dangerous. Always check with an adult you trust.

A Accepting Files
Accepting emails, files, pictures or texts from people you don't know can cause problems.

R Reliable?
Check information before you believe it. Is the person or website telling the truth?

T Tell Someone
Tell an adult if someone or something makes you feel worried or uncomfortable.

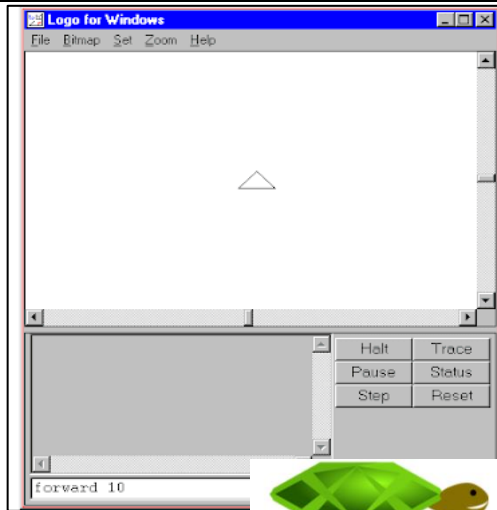
Follow these SMART tips to keep yourself safe online!



Logo is a text-based program that we can use in order to create shapes and patterns.

We use **algorithms** (a set of instructions to perform a task) that we can plan, model and test, in order to create accurate and imaginative shapes and patterns.

The Basics of FMS Logo



Basic Commands:

FD: Forwards. Always followed by a space and the number of steps, e.g. FD 50

BK: Backwards. As above, e.g. BK 50

LT: Left turn. Always followed by a space and then the degrees to turn, e.g. LT 90

RT: Right turn. As above, e.g. RT 90

CS: Clears any pen marks on your screen and gets the turtle back to the centre.

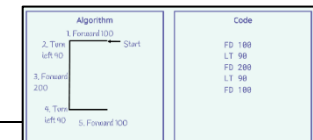
PU: Stops turtle from leaving a pen trail.

Another handy command

Repeat: Type the command 'repeat' — this repeats commands a set number of times. The number following repeat is the number of times to repeat the code, and the code to be repeated is in square brackets, e.g. repeat 4 [FD 100 LT 90]
The above code will repeat FD 100 LT 90 four times.

Sequencing and Algorithms

A **sequence** is a pattern or process in which one thing follows another.
We design **algorithms** (sets of instructions for performing a task) to help us program the sequence that we require to achieve our desired outcomes.



	PD: <i>Makes turtle leave a pen trail again.</i>
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