

Procedures – Sheet 4

In the previous sheet we looked at using the REPEAT command to produce a shape, for example a square or triangle.

If we want to use the square 'shape' a number of times, we can make the turtle 'learn' the procedure instead of typing it in again. Some LOGO applications allow you store the REPEAT procedure straight away others require you to actually create a PROCEDURE and then save it.

Once we have given a procedure a name and stored it we can use the name as a LOGO 'command', invoking it whenever we require the turtle to draw a square.

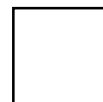
The children must understand that the computer does not know the word square until they have taught it what it means. They should also understand that the name for the procedure could be anything, we have only used the word 'SQUARE' as an example it could easily have been door or Luke.

Show the children that a square can be drawn in one area of the screen then, move the turtle to another area using the PU and PD commands and draw another square.

Get the children to write their own procedures, use different sizes and save them using different names. It is a good idea to use a name that either they easily recognise for the procedure, or to keep a list of what each procedure does. In this way they can build up a bank of different sized shapes.

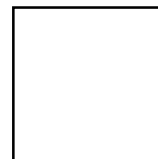
SQUARE SMALL

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REPEAT 4 [FD 50 RT 90]
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SQUARE MEDIUM

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REPEAT 4 [FD 100 RT 90]
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SQUARE LARGE

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REPEAT 4 [FD 150 RT 90]
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