

**E-safety Knowledge – UKS2**

Not all information online is reliable. Some sources of information can be trusted more than others.  
Being responsible on the internet involves not sharing personal information or accessing information which is inappropriate.

**What should I already know?**

How to keep myself safe online by not sharing information.  
How to use logic to support programming skills  
How to write a simple program in block programming.  
How to use Scratch to create and evaluate a simple game.  
How to debug an algorithm.  
How to use 'if, then' programs.  
Some mathematical understanding of shape

**Why we learn computing**

Computer scientists use logical thinking and their creativity to understand and change the world.

**LOGO****Key commands**

I can use abbreviations for shorter commands:

Forward e.g. forward 200 [makes a line 200] **FD200**

Backward **BK**

right 90 [turtle turns right through a 90 degree angle] **RT90**

left **LT**

PenUp **PU**

PenDown **PD**

HideTurtle **HT**

ShowTurtle **ST**

Penerase **PE**

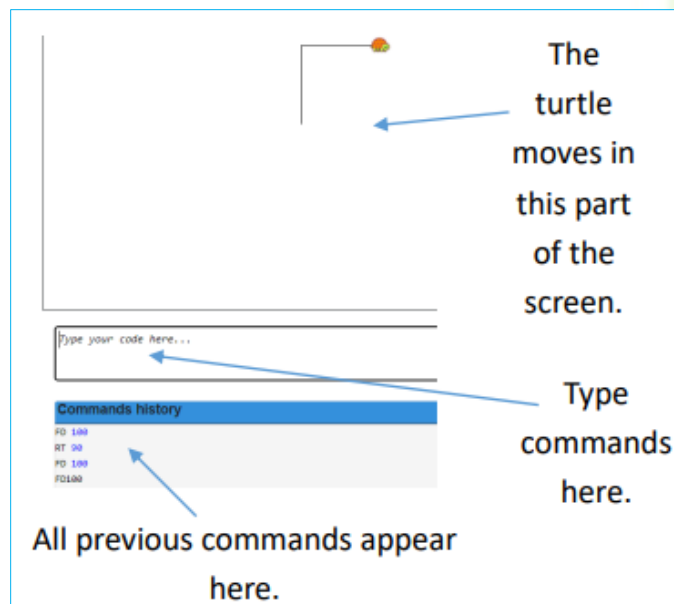
PenPaint **PPT**

I can set the position of the turtle using x and y coordinates and the command **setpos [100 50]**

I can clear the screen using **clearscreen**

**Technical vocabulary**

algorithm	A set of rules or instructions to be followed
debug	Find out what is wrong with an algorithm and try to solve it
procedure	A set of commands that have been grouped together so they don't have to be typed out each time!
commands	The instructions you give to the turtle
pen	The pen mark left behind when the turtle moves.
turtle	The image that the commands move around the screen.
Logo	A text-based coding language used to control an onscreen turtle to create mathematical patterns.
variable	A value that can change.
loop	A command sequence that we choose to repeat.
nested loop	A nested loop is an inner loop within the body of an outer one. The second pass of the outer loop triggers the inner loop again. This repeats until the outer loop finishes.
application	A soft-ware program that runs on your computer



0: black	1: blue	2: green	3: cyan
4: red	5: magenta	6: yellow	7: white
8: brown	9: tan	10: green	11: aqua
12: salmon	13: purple	14: orange	15: gray

I can use the fill command to fill enclosed shapes.

The colour of the fill is set by the setcolor or setfillcolour (**setfc**) command.

e.g. setfc 4

