## Year 4: Logo

Logo

Logo is text-based coding language used to control an on-screen turtle to create mathematical patterns.

What you will learn by the end of the unit:

To learn the structure of the coding language of Logo.

To input simple instructions in Logo.

Using 2Logo to create letter shapes.

To use the Repeat function in Logo to create shapes.

To use and build procedures in Logo.

Key Resources

2Animate
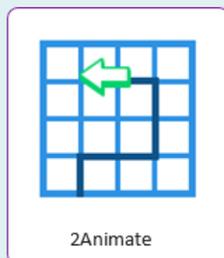
Vocabulary

Logo	A text-based coding language used to control an on screen turtle to create mathematical patterns.
BK	Move backwards a distance of units.
FD	Move forward a distance of units.
RT	Turn right a given number of degrees.
LT	Turn left a given number of degrees.
REPEAT	Repeat a set of instructions a specified number of times.
SETPC	Set pen colour to a given colour.
SETPS	Set the pen thickness.
PU	Lift the pen up off the screen.
PD	Put the pen back down on the screen.

Key Images

Choose the turtle style

Choose a background

Switch the grid on and off

Reset the mouse to the start position

Change the speed at which the mouse moves

Write the Logo instructions here
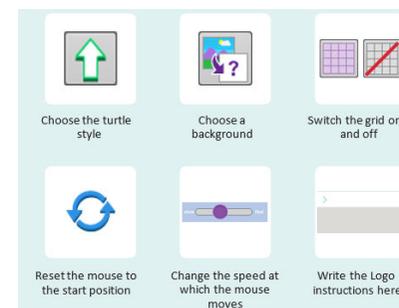
Year 4: Animation

Animation

Animation is the process of giving the illusion of movement to drawings, models, or inanimate objects. Animated motion pictures and television shows are highly popular forms of entertainment.
Stop motion animation is a filming technique in which objects (such as clay models) are photographed in a series of slightly different positions so that the objects seem to move.
Onion skinning is a 2D computer graphics term for a technique used in creating animated cartoons and editing movies to see several frames at once .

What you will learn by the end of the unit:

To discuss what makes a good animated film or cartoon.
To learn how animations are created by hand.
To find out how 2Animate can be created in a similar way using the computer.
To learn about onion skinning in animation.
To add backgrounds and sounds to animations.
To be introduced to 'stop motion' animation.
To share animation on the class display board and by blogging.

Key Resources
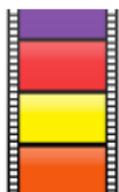
2Animate

Vocabulary

Animation	A process by which still pictures appear to move.
Flipbook	A book with pictures drawn in a way that makes them appear to move when the pages are flicked.
Frame	A single image in an animation.
Onion skinning	A process where the shadow image of the previous frame is present to help you line up the objects of the animation correctly.
Background	A non-moving image that appears behind the animated images.
Play	Press this button to start the animation.
Sound	Music or oral effecs that can be added to the animation.
Stop motion	A technique where the camera is repeatedly stopped and started, for example to give animated
Video clip	A short piece of film or animation.

Key Images

Add or delete a frame from the animation.

Play the animation.

Switch onion skinning on or off.

Insert a photograph from a webcam into the animation.

Insert a sound file into the animation.
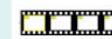
Number of frames in the animation.