

Unit 4.5 - Logo: Prior and Future Learning Links

Unit 1.4 Lego Builders

- Logical decision making
- Sequencing instructions
- Following instructions

Unit 1.5 Maze Explorers

- Visual use of the Logo programming language.
- Program logic and structure

Unit 1.7 Coding

- Familiarity with a code environment
- Logical planning of sequences
- Debugging skills

Unit 2.1 Coding

- Familiarity with a code environment.
- Logical planning of sequences
- Debugging skills

Unit 2.4 Questioning

- Logical decision processing
- Forward planning to achieve a solution

All units

- Use of 2Dos
- Saving, opening and editing work
- Sharing work
- Copying and pasting
- Mouse, keyboard and device skills

Unit 3.1 Coding

- Familiarity with a code environment
- Logical planning of sequences
- Debugging skills

Unit 3.6 Branching Databases

- Logical decision processing
- Forward planning to achieve a solution

Unit 4.5 - Logo

Unit 4.1 Coding

- Familiarity with code environment
- Logical planning of sequences and repetition
- Debugging skills

Unit 5.1 Coding

- Familiarity with a code environment
- Logical planning of sequences and repetition.
- Debugging skills

Unit 5.5 Game Creator

- Themed art.
- Art in 3D
- Animating 3D characters.
- Adding a gaming element to animation

Unit 5.6 3D Modelling

- Art effects in 3D
- Moving and designing in 3 dimensions
- Precision art tool use

Unit 6.1 Coding

- Familiarity with a code environment
- Logical planning of sequences, repetition and functions
- Debugging skills

Unit 6.5 Text Adventures

- Development from text-based coding skills
- Maintaining a mental map.
- Debugging skills
- Planning skills

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