

# **Logo Activity Sheets.**

## **Starting Out.**

Under RISCOS, Logo has several background screens which can be overlayed for the Turtle to travel across.

Install Logo on the icon bar by double-clicking on it and then open the active windows by clicking once on the Logo icon.

In the Logo directory, open the Scenes directory. By dragging the various icons to the Display Window (the one with the turtle in the middle) Logo will set a backdrop for you to work against.

By typing:

SCENE [scene name]

in the command window, you can set the scene manually. For the purpose of this activity it might be worth saving this command (middle button - save - Logofile) for the children to load.

To make life more interesting still, the Turtle can be changed to various different pointers. To do this, press the middle mouse button over the Display Window follow the arrow from pointers and select the pointer you require.

## **Activity.**

Using one of the backdrops, the children 'fly' or 'hop' their Turtle to different locations on the screen.

For older children, it may be worth linking this to Geography (using either Britain or World) and getting them to find out the names of the Cities/Countries first.

You can extend the task by asking the children to fly to each location in a particular order, or the shortest route, and to edit their comands to make the journey error free.

For younger, more able children, the Village scene can spark the imagination and could be linked to Literacy. The children could visit different places in the Village and write imaginatively about their journey afterwards.

NB: All the backgrounds are RISCOS Sprite files, so you can make your own and then save them into the Scenes directory.

It might be fun to let the children design their own backgrounds and then set their own Logo task to it.