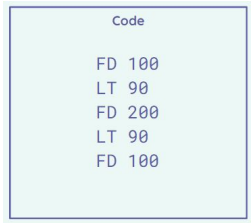
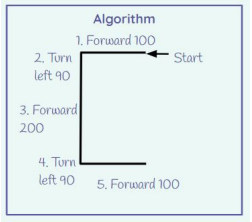
Year 4 Computing - Summer Term 1: Repetition In Shapes

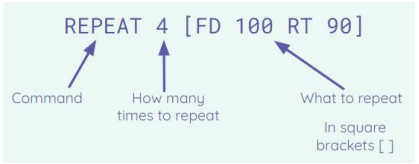


1. A computer can be **programmed** by typing **commands**.



2. An **algorithm** is an ordered set of precise instructions.

3. Using the repeat command in a **count-controlled** loop creates **repetition**.




```
repeat 4 [fd 100 lt 90]
```

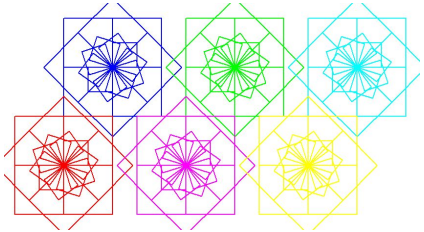
4. When we use repetition in programming, it is called **looping**. We can program a loop to stop after a specific number of times.

To write a procedure for a triangle:

```
TO triangle
repeat 3 [fd 100 rt 120]
END
```

How can repetition be used to create shapes in Logo?

5. Decomposing a task into small **steps** makes it easier to create a **procedure**.



6. Debugging strategies:

Tracing through the code line by line to check it

Reading the code out loud - make sense?

Decomposing the program into smaller parts to find errors

Looking at other **patterns** with a similar **code** and checking your changes

algorithm	**code**	**commands**	**count-controlled**	**debugging**	**decomposing**
looping	**patterns**	**procedure**	**programming**	**repetition**	**tracing**