

Module 5 Exploring Control

Learning Objectives

	Student is able to:	Pass/ Merit
1	Write a list of commands to produce a simple picture or design	P
2	Use repeat commands	P
3	Create complex shapes with varied angles	M
4	Name and run a procedure	M

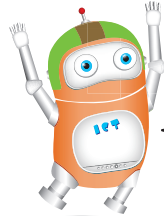


5.1 Exploring control

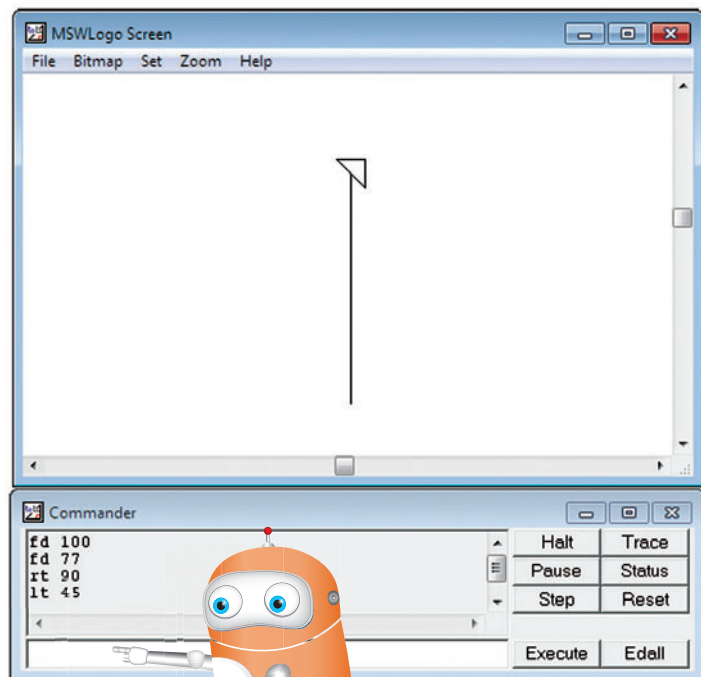
Learning Objective: 1

MSWLogo

- Click to open the Start menu.
- Click .
- Click .
- Use the commander to give instructions to the screen turtle.
- After typing each command, tap to execute the command.
 - To make the turtle move forward 100 units, type **fd 100**.
 - To make the turtle move forward 77 units, type **fd 77**.
 - To make the turtle turn 90° to the right, type **rt 90**.
 - To make the turtle turn 45° to the left, type **lt 45**.



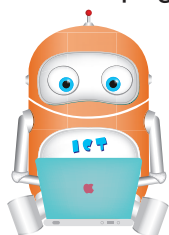
Put a space between the command and the number.



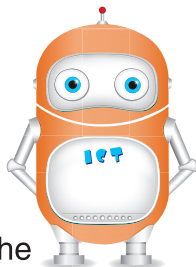
Type your instructions here.

Penup and pendown

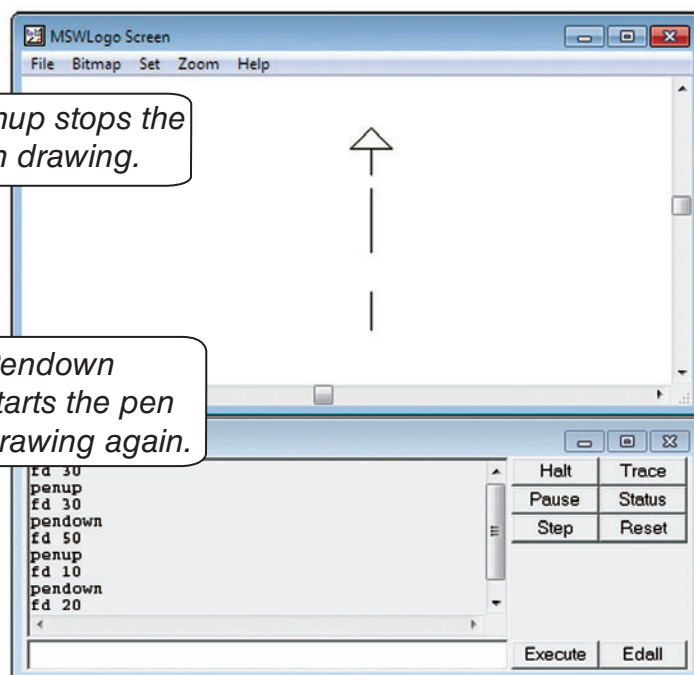
- Click to start a new blank page.
- Type: **fd 30**
penup
- Type: **fd 30**
pendown
- Type: **fd 50**
penup
fd 10
pendown
fd 20
- Type: **CT**
CT will clear all the texts in the commander box.
- Type: **CS**
CS will clear the screen. It has the same effect as .



Penup stops the pen drawing.



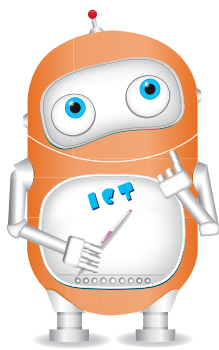
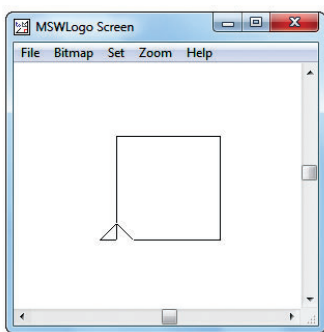
Pendown starts the pen drawing again.



Learning Objective: 1

Square

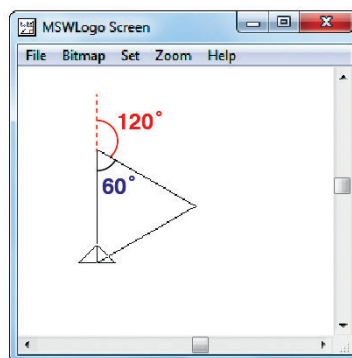
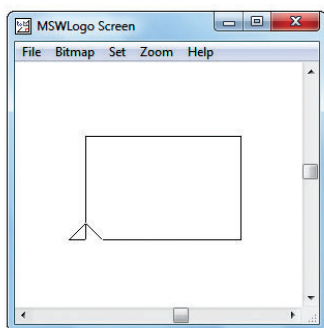
- Type the following list of commands to draw a square with sides of 100 units:
 - `fd 100 rt 90`
 - `fd 100 rt 90`
 - `fd 100 rt 90`
 - `fd 100 rt 90`



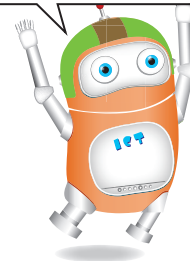
- Type the command `penup`.
- Move your turtle to a new position using the `fd` command.
- Type the command `pendown`.
- Draw another square with sides of 150 units.
- Write down the list of commands that you used to create the new square:

Rectangle

- Type the following list of commands to draw a rectangle with width 100 and length 150 units:
 - `fd 100 rt 90`
 - `fd 150 rt 90`
 - `fd 100 rt 90`
 - `fd 150 rt 90`



The sum of the interior (60°) and the exterior (120°) angles equals to 180°.



- Type the command `penup`.
- Move your turtle to a new position using the `fd` command.
- Type the command `pendown`.
- Draw another rectangle with width 70 and length 170 units. Write the list of commands you used:

- Discuss and write down how you would draw a regular triangle with each side 130 units and each interior angle 60° (i.e. exterior angle 120°):

5.2 Turtle repeats

Learning Objective: 2

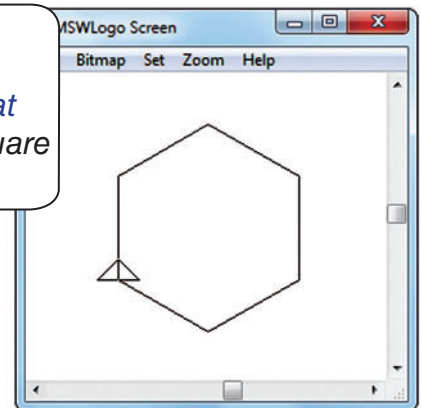
Use repeat for drawing triangles, squares and rectangles

- You can use the **repeat** command to save time typing repeated commands when drawing triangles, squares and rectangles.
- To draw a regular **triangle** with sides of **75** units and exterior angle **120°**, instead of typing `fd 75 rt 120` 3 times, you can type: `repeat 3 [fd 75 rt 120]`
- Execute the commands to test whether you have got the right shape.
- Change your commands for drawing 3 regular **triangles** with sides of **100**, **150** and **250** units.
- Complete the commands below for drawing a **square** with sides of **100** units: `repeat ___ [fd _____]`
- Change the commands for **squares** with sides of **70**, **90** and **120** units.
- Complete the commands below for drawing a **rectangle** with width **45** units and length **70** units: `repeat___[fd_____fd_____]`
- Change the commands to draw a **rectangle** with sides of **90** and **145** units.

Polygons

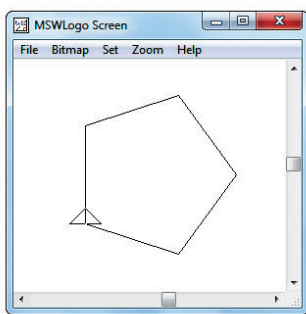
- Polygons are shapes with more than 4 sides.
- A regular **hexagon** has **6** equal sides and 6 equal exterior angles of **60°**.
- To draw a regular hexagon with sides of 100 units, you need to type `fd 100 rt 60` 6 times.
- By using the **repeat** command you only need to type `repeat 6 [fd 100 rt 60]`.
- Execute the commands.
- Do you get a regular hexagon?

Make sure you leave a space between **repeat** and **6**. Use square brackets only!



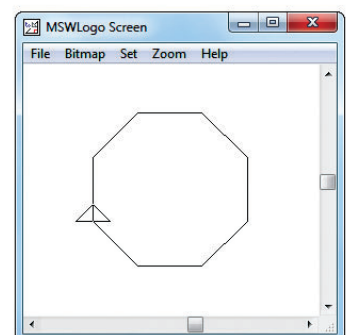
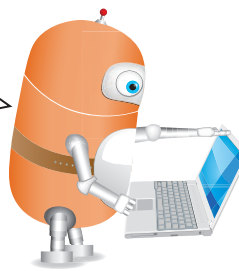
More polygons

- Complete the commands below to draw a regular **pentagon** with each side **70** units and each exterior angle **72°**:
`repeat___ [_____]`
- Write the commands using **repeat** to draw a regular **octagon** with each side **70** units and each exterior angle **45°**:



A **pentagon** has 5 sides and an **octagon** has 8 sides.


The exterior angle of a polygon = $360^\circ/n$, where n is the number of sides.

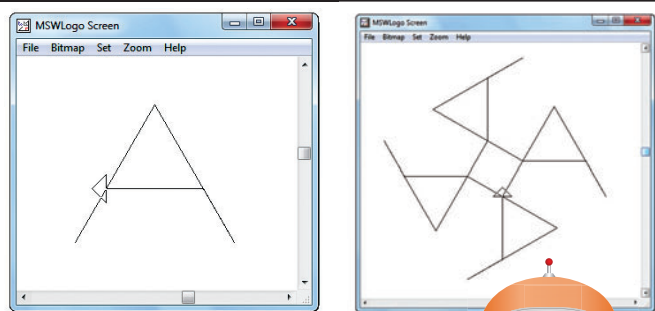


5.3 Varied angles

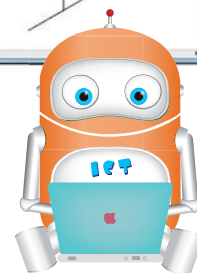
Learning Objective: 3

Patterns with varied angles

- Type the following list of commands to draw the letter A. Tap  at the end of each line.
 - rt 30 fd 180
 - rt 120 fd 180
 - bk 70 rt 120 fd 110
- Starting from the ending position of the turtle, type the list of commands another 3 times to form a flower pattern.



The pattern depends on the starting and ending positions. You may have a different pattern if your starting and ending positions are different.

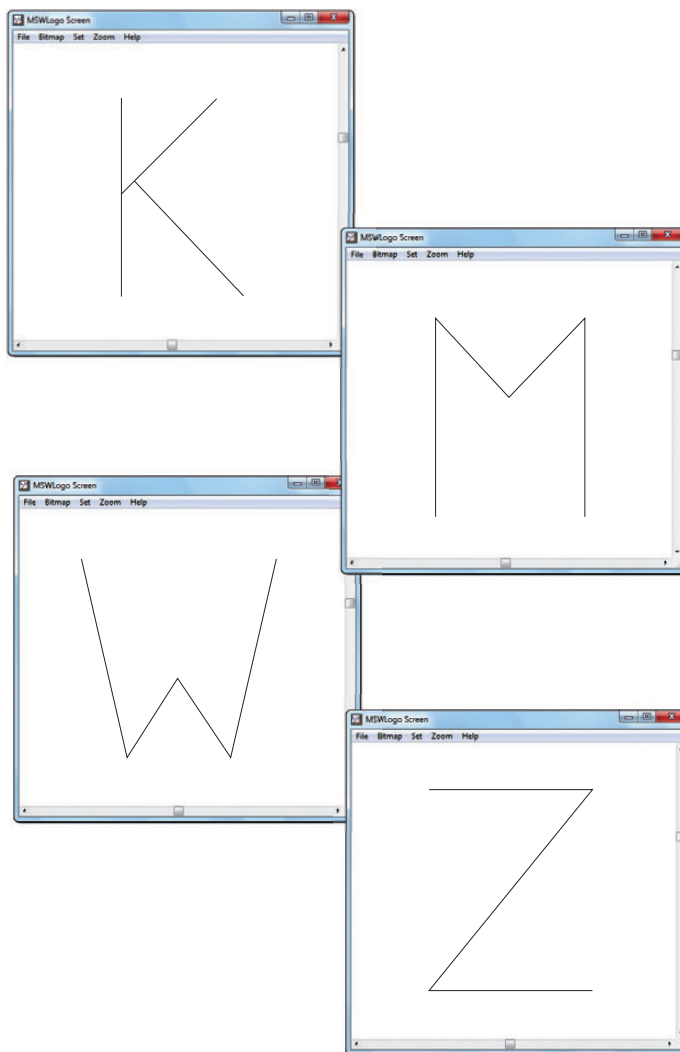


Letters K and M

- Write down the list of commands for forming the letter K (or any other letter that you like).
- You can use the sample as a guide or create your own picture.
- Test your list of commands.
- Change the list of commands when and where necessary.

List of commands for K:

- When you have completed the picture, do a screenshot of your work and save it as an MS Word document.
- Print a copy of the image and glue it in your exercise book.
- Repeat for 3 more letters, M, W and Z, or any letters of your choice.



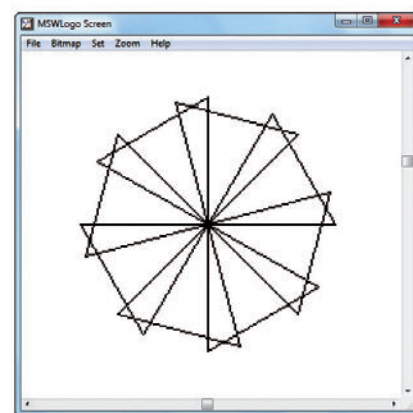
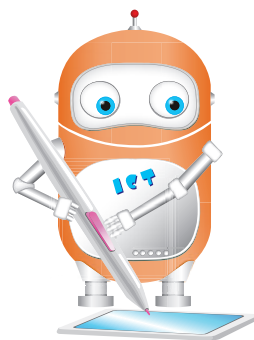
5.4 Pattern by rotation

Learning Objective: 3

Patterns by rotation

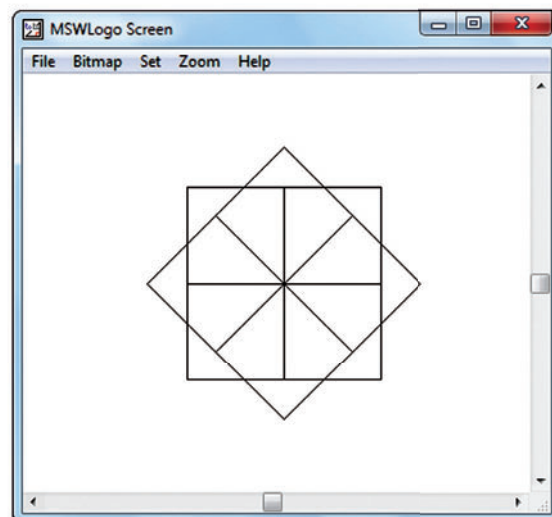
- Type and execute the following commands:
`repeat 3 [rt 120 fd 75] rt 45`
- Execute the above commands 8 times and finally type: `ht`

The command `ht` will hide the turtle so that the pattern is clearer. To see the turtle again, type `st` (show turtle).



More patterns

- Start a new drawing.
- Type `CT CS` to clear the text in the commander and to clear the screen.
- At the commander type:
`repeat 8 [repeat 4 [rt 90 fd 75] rt 45] ht`
- You are actually repeating the drawing of a square (`repeat 4 [rt 90 fd 75]`) 8 times, but the turtle turns to the right 45° after drawing each square.
- Change the angle 45° to 20° , 30° , 60° etc. to create different patterns.
- You need to change the number of times the patterns are repeated in order to make complete patterns.



Flower patterns

- Type `CT CS` to clear the text in the commander and to clear the screen.
- Create your own flower patterns by completing the blanks below with appropriate numbers:
`repeat __ [repeat __ [rt __ fd __] rt __]`
- The command in blue can be a triangle, a square, a rectangle. You can also try a regular pentagon, a hexagon or an octagon.
- Test your command.
- Do a screenshot and save it as an MS Word document.
- Print a copy and glue it in your exercise book.

Glue your flower pattern in your exercise book.



5.5 Writing procedures

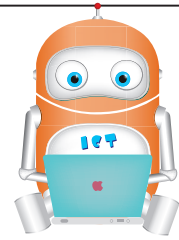
Learning Objective: 4

Procedures

The problem with repeats is you can't save them.

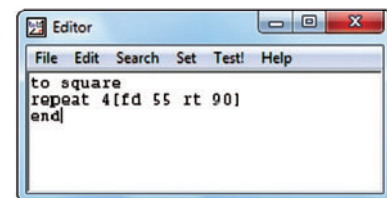
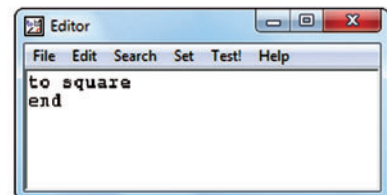
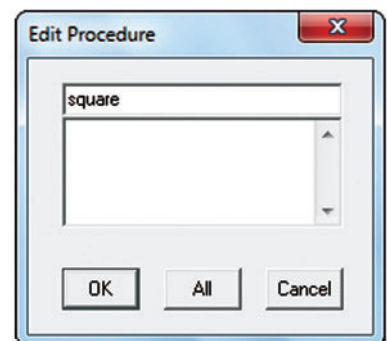


Procedures let you save your shapes.



Make a square procedure

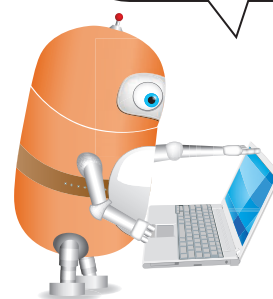
- Click **File**.
- Select **Edit...**.
- Type **square** on the first row as the name of the procedure.
- Click **OK** to open the Editor.
- Place the cursor on the right side of the procedure name: to **square**.
- Tap **Enter** to insert a line.
- Type the command for drawing a square:
repeat 4 [fd 55 rt 90]
- You can highlight the command **repeat 4 [fd 55 rt 90]** and click **Test!** to test the command.
- Make sure the last line **end** is not deleted.
- Click **File** under the Editor mode.
- Click **Save and Exit**.
- Type **CT CS** to clear the text in the commander and to clear the screen.
- To draw the square, just type at the commander:
square and tap **Enter** to execute.



Procedure for shapes

- Repeat the previous exercise to create a procedure to draw a **triangle**.
- Create another procedure for drawing a regular **pentagon**, a regular **hexagon** and a regular **octagon**. Creating a procedure is called **defining** one.
- Before you leave Logo, save your file to keep the procedures.
- Click **File**.
- Click **SaveAs...**.
- Save your file as **exercise1.lgo**.
- You must load **exercise1.lgo** the next time you start Logo in order to use the procedures.

I like writing procedures. They save me a lot of time!



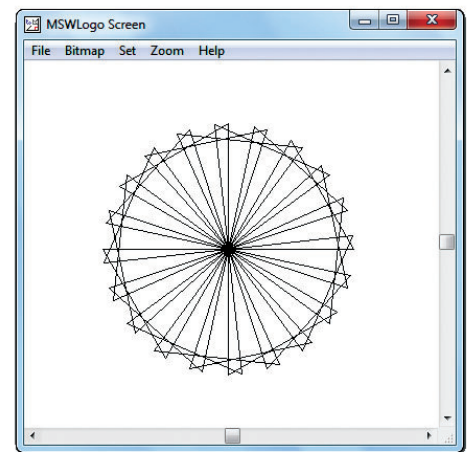
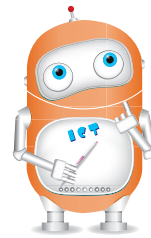
5.6 Repeat a procedure

Learning Objectives: 2, 4

Flower patterns

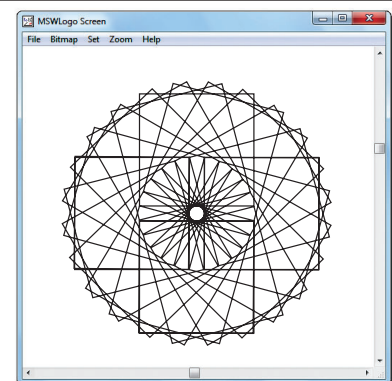
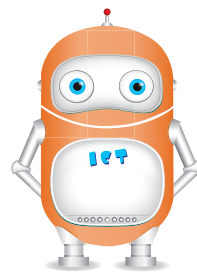
- You can tell the computer to repeat a procedure.
- If, after drawing the picture, your ending position is back to the starting position, you must tell the turtle to turn or move forward after drawing the first shape.
- Otherwise, if you use the **repeat** command to draw the shape many times, the turtle will only draw the same shape over and over again, at the same position.
- Load the file **exercise1.lgo** that you have saved in your previous exercise.
- Type at the commander:
repeat 20 [triangle rt 18]

- Do the same by repeating a square, a hexagon, a pentagon and an octagon.



Complicated flowers

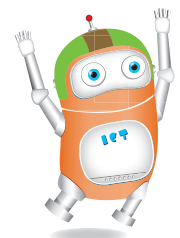
- You can make more complicated flowers by adding a slight forward movement, more repeats and different amounts of turns.
- Here is an example:
 - First define procedure **square** as
repeat 4 [fd 55 rt 90]
 - At the commander type:
repeat 20 [square rt 20 fd 10]



Mystery

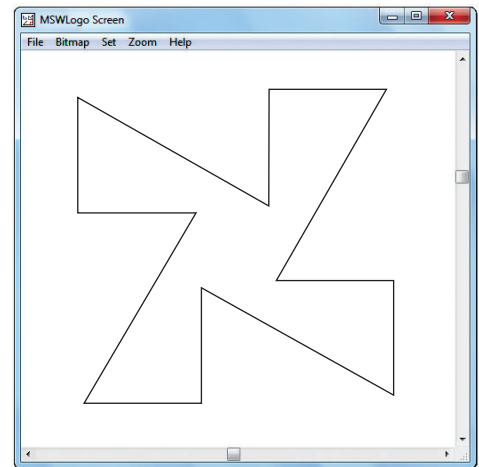
- What shape do you think the procedure **mystery** below will create?
**lt 45 fd 30 rt 135 fd 10 lt 90 fd 40
 rt 90 fd 22 rt 90 fd 40 lt 90 fd 10
 rt 135 fd 30 rt 135**
- Define the procedure **mystery** and find out what it is.
- Clear the screen.
- At the commander type:
**penup home pendown
 repeat 8 [mystery rt 45]**
- Do a screenshot of the picture created and save it as an MS Word document **flower1**.

- Try another two patterns:
**repeat 30 [mystery rt 20]
 repeat 30 [mystery rt 20 fd 10]**
- Start each pattern as a new bitmap.
- Do a screenshot of each pattern created and save them as **pattern2**, **pattern3** respectively.
- Save the procedure as **mystery.lgo**.



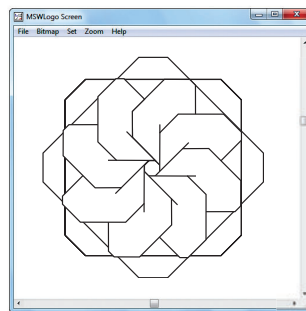
Letter pattern

- Refer back to the lists of commands for creating letters in exercise 5.3.
- You can create new lists of commands if you have not saved them.
- Define the procedure `letter_Z` for creating the letter Z.
- Leave the ending position as it is.
- Save the procedure as `letter.lgo`.
- Use the `repeat` command to create a flower pattern.
- Example:
`repeat 4[letter_z]`

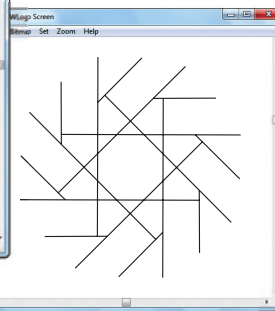


More letter patterns

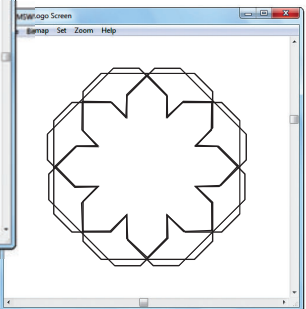
- Define more procedures for creating letters.
- Save all these procedures under the same file `letter.lgo`.
- Use these procedures and the `repeat` command to form more patterns.
- The samples shown here are patterns formed by letters G, K and C.



Pattern formed by
letter G



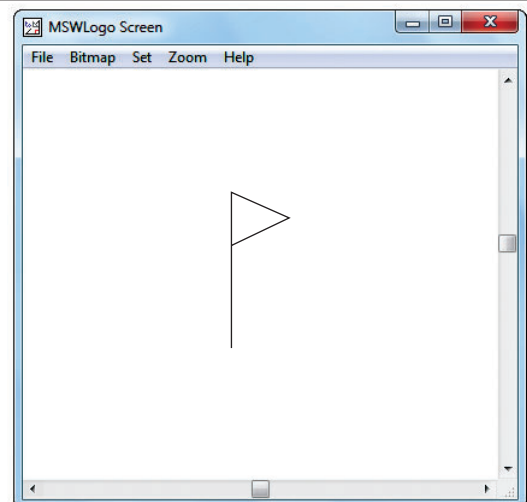
Pattern formed by
letter K



Pattern formed by
letter C

Project

- Create a procedure `flag` to produce the flag as shown.
- Save the procedure as `flag.lgo`.
- Maximise the Editor window.
- Do a screenshot to capture the list of commands that you used to define the procedure `flag`.
- Save the capture as an MS Word document `pro_flag`.
- Use the `flag` procedure to produce a complicated pattern.
- Do a screenshot and save it as an MS Word document `FlagPattern`.

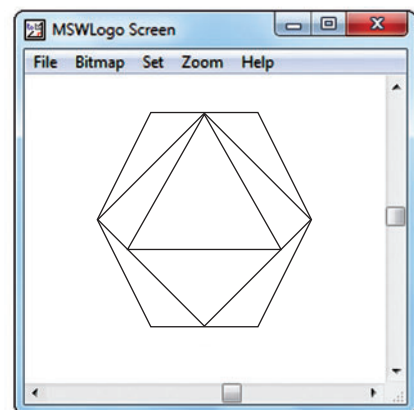


Optional extension and challenge activities

Module 5 – Exploring Control

Challenge 1

Use **penup** and **pendown** to draw a triangle inside a square inside a hexagon.



Challenge 2

- List the commands to draw a pentagon.
- Make a rotating pattern by programming the turtle to draw the pentagon 5 times using the repeat command and turning 72° after each repeat.

Challenge 3

- Define the procedure for creating a letter of your choice with the turtle.
- Save the procedure.
- Use the procedure and the repeat command to create a rotating pattern.

