Coding with Logo.

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Age range 11+



Coding with Logo is a book designed to help children learn about Logo and use this popular language to draw basic shapes and learn about coding.

Coding with Logo will prove useful for guiding the pupil through drawing simple lines and basic shapes.

Coding with Logo covers the basic Logo style commands and also includes sections on procedures, variables and mathematical operators.

Coding with Logo guides the pupil through drawing shapes with the screen turtle.

Coding with Logo uses Camboard's VR Logo for all logo coding.

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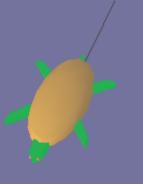
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Chapter 1



Introduction.

Chapter 1. Introduction.

Logo is a popular computer language invented in the USA, and popularized by Seymour Papert. Logo is used to introduce the basics of programming and control of a screen turtle. This book is based on VR Logo a 3D based Logo program.

The program is produced by Camboard Technology. www.camboard-technology.com

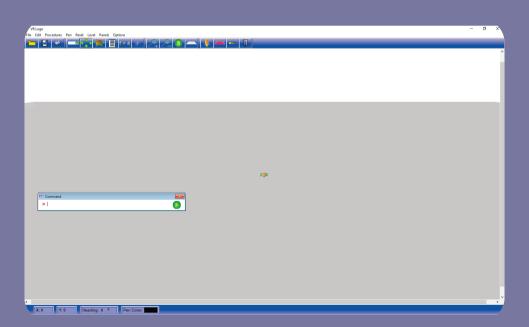
VR Logo is a flexible logo graphics program that introduces children to one of the most popular computer programming languages.

VR Logo combines turtle graphics with a simplified version of Logo.

Simple commands instruct the on-screen turtle where to move. VR Logo uses 3D virtual reality graphics.

This enables a more realistic view of the turtle and graphics.

VR Logo uses Direct X technology this means graphics will look different to older style 2D logo programs.



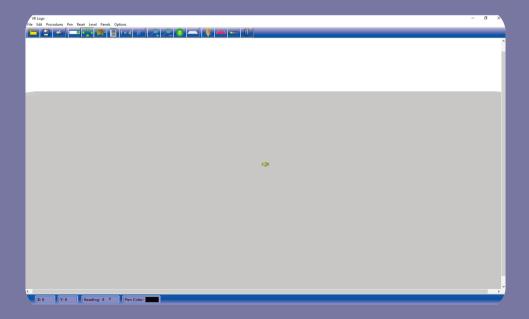
Logo is a computer language which when used with a screen turtle will direct the turtle around the screen and draw nearly any shape or pattern we want.

The turtle sits on a base in the draw window.

Clicking on the window with the left hand mouse button and holding it down allows the viewing angle to be changed.

The turtle faces us.

All commands are based on the turtles' viewpoint.



Chapter 1. Introduction.

Commands are typed into the Commands window.

Each time you enter a command press the return key or click on the Run Command icon.





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