



# Logo Works: Lessons in Logo

## Table of Contents



### LESSONS

#### One: Getting Started

1. Moving the Turtle
2. Looking at the Logo Screen
3. Exploring Angles
4. The Right Angle
5. More about the Turtle
6. Predicting the Outcome
7. Working with Large Numbers
8. Putting it all Together!

#### Two: REPEAT

1. Introducing REPEAT
2. Using REPEAT to Make a Rectangle
3. Positioning Your Design on the Screen
4. Patterns Using REPEAT
5. Putting it all Together!

#### Three: Writing Procedures

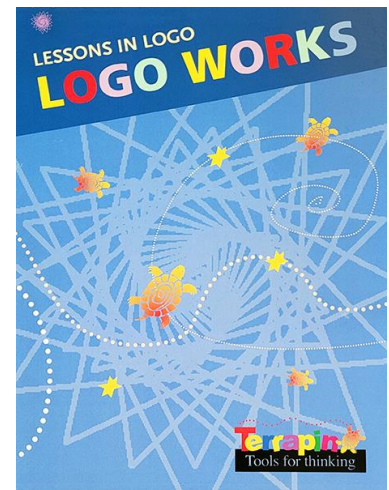
1. Adding New Words to the Logo Vocabulary
2. Editing Procedures
3. Subprocedures
4. Saving your Work
5. Putting it all Together!

#### Four: Polygons

1. Equilateral Triangles
2. Regular Polygons
3. The Total Turtle Trip Theorem
4. Other Polygons
5. More Total Turtle Trips
6. Designs With Polygons
7. Finding the Perimeter
8. Putting it all Together!

#### Five: Circles

1. Approximating a Circle
2. Changing the Size of a Circle
3. Diameter and Radius
4. Another Look at Circles
5. Designs With Circles
6. 180 Degree Arcs
7. 90 Degree Arcs
8. Putting it all Together!





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### Six: Problem Solving

1. Deciding on your Final Picture
2. Deciding on Subprocedures
3. Defining the Subprocedures
4. Grouping the Subprocedures
5. Creating the Calling Procedure
6. Putting it all Together!

### Seven: Variables

1. What is a Variable?
2. More about Variables
3. Multiple Variables
4. What is Recursion?
5. Recursion with Multiple Variables and IF Statements
6. Putting it all Together!

### GLOSSARY

### LOGO COMMAND SUMMARY

### SOURCE CODE

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[ACCESS Terrapin Logo - Login with Logo access code](#)  
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