



Follow The Shapes

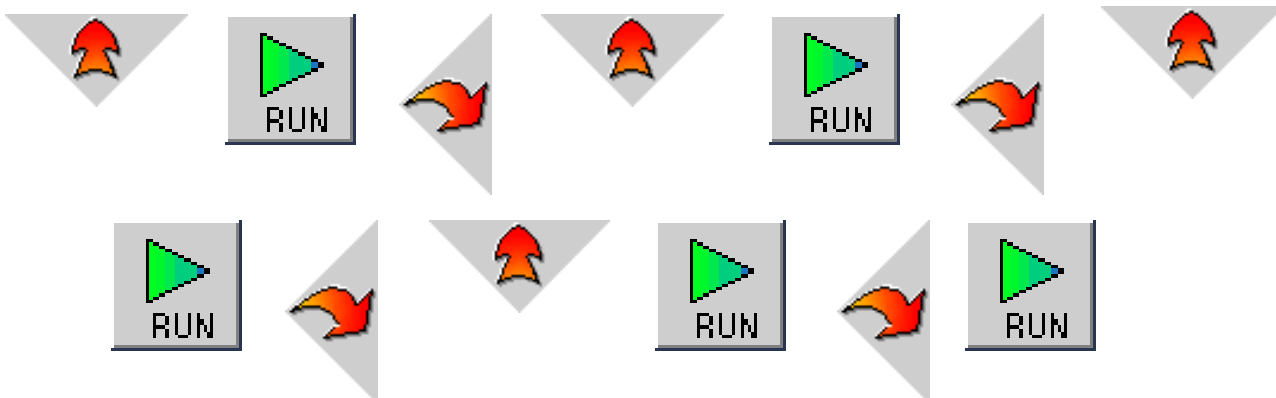
1: Load Logo Prime and press the **Open** button.



2: Select the file '**0 - The Park**' and press **Open**.

3: Click the buttons that we show you here.

Your teacher can help you with this worksheet or to load the file.



Did you drive the car all the way around the park?



Shuttle Survey



1: Load Logo Prime and



press the **Open** button.
2: Select '**1 - Shuttle Survey**'
from the list and press **Open**.

3: Type the commands shown
here into the command box.

4: Press **RUN** at any time!



FORWARD 450

RIGHT 94

FORWARD 343

RIGHT 40

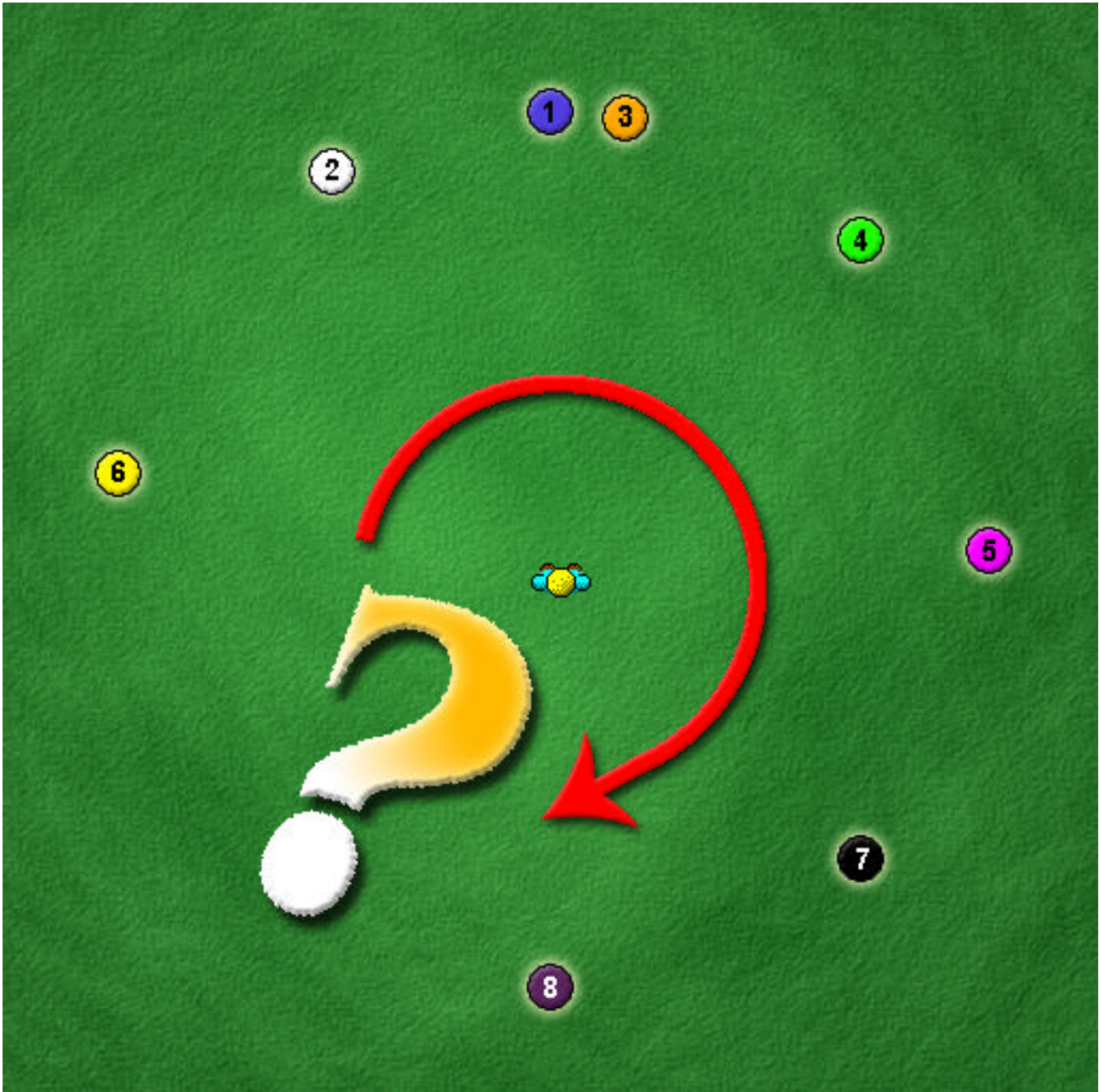
FORWARD 368

RIGHT 26

FORWARD 329



Angle Wangle



1: Load Logo Prime and press the **Open** button.

2: Select '**1 - Angle Wangle**' from the list and press **Open**.

3: All of the coloured discs are 400 centimetres away but you have to find how much **LEFT** or **RIGHT** to turn to walk to each one.

Walk Backward after you reach

each disk. Perhaps a protractor will help you measure the angle to turn on this sheet?

Does this example help?

LEFT/RIGHT XX

FORWARD 400

BACKWARD 400

RIGHT/LEFT XX



Shape Shifter

1: Load Logo Prime and press the **Open** button.

2: Select the file '**1 - Shape Shifter**' and click **Open**.

You will now be asked a question - how many sides on the shape that you want.

3: Enter **any number** that you can think of - numbers of 3 or more are good.

A shape will now be drawn that will have the same number of sides as the number you entered.

4: If you know it, **write down the name** of the shape and the

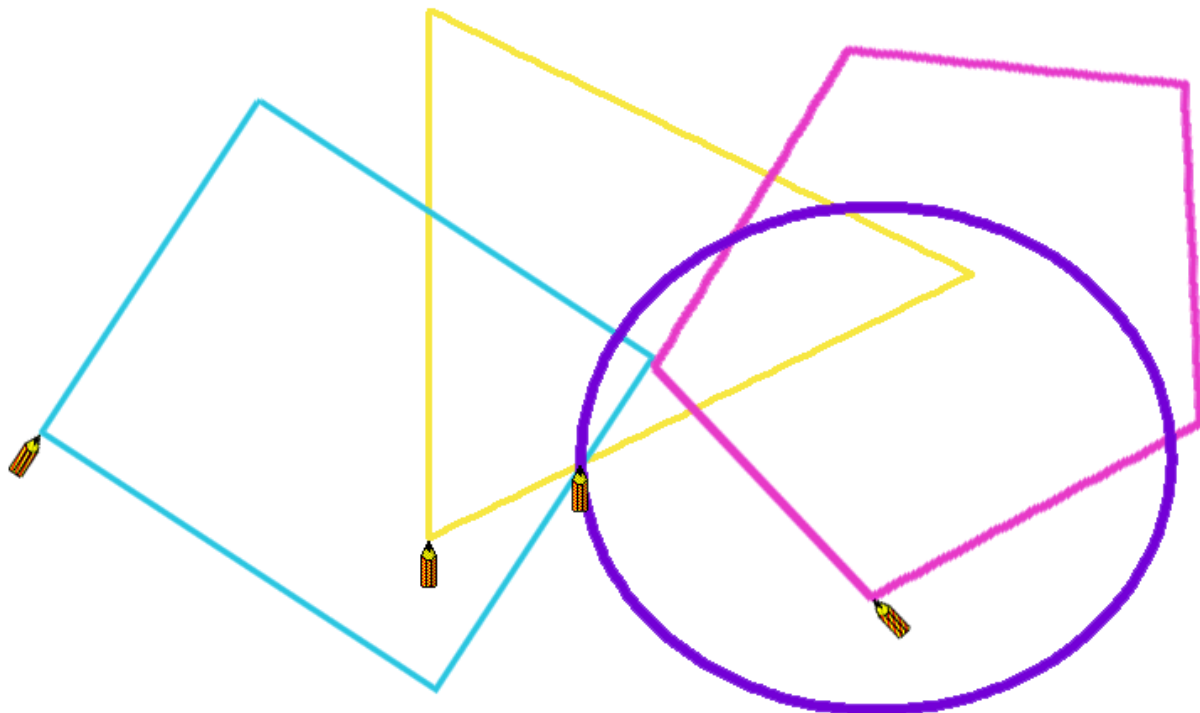
number of sides on a sheet of paper - ask your teacher.

5: Press the **RUN** button again and try a different number.

6: Press **RUN** 3 or 4 more times and try different numbers. Write down the name of each shape again if you know it!

Something to think about: How many sides do we need to make a circle?

Are you sure about your answer?



Fun Themed Worksheets

Shown here are just 12 of the 60+ worksheets that come supplied with Logo Prime for you to use immediately!

<p>Follow The Shapes</p>	<p>Shuttle Survey</p>	<p>The Park</p>
<p>Fish Foxy!</p>	<p>Charity Walk</p>	<p>6 day Aussie!</p>
<p>Anywhere Airlines</p>	<p>Hexagon</p>	<p>Angle Awareness - Pentagon</p>
<p>Lipstick in Glasses</p>	<p>A Maze ... ing</p>	

Great Working Environment

The screenshot shows a flight simulation window with a map of the UK, a flight path, and various controls. A red arrow points from the 'Fun Themed Worksheets' section to the software interface, and another red arrow points from the software interface to the 'Immediate Portfolio Evidence' section.

1. Select the worksheets you need from the wide range of themes and levels.
2. The bright & clear interface allows the pupils to complete the work - it's fun so pupils motivate themselves!
3. Print the portfolio evidence! No fuss, no wasted time, just motivated, happy pupils, good grades and happy teachers!

Immediate Portfolio Evidence

Perfect ROA portfolio evidence just a click away!

<p>My Logo Prime Program And Picture</p>	<p>My Logo Prime Program And Picture</p>	<p>My Logo Prime Program And Picture</p>
<p>My Logo Prime Program And Picture</p>	<p>My Logo Prime Program And Picture</p>	<p>My Logo Prime Program And Picture</p>
<p>My Logo Prime Program And Picture</p>	<p>My Logo Prime Program And Picture</p>	<p>My Logo Prime Program And Picture</p>
<p>My Logo Prime Program And Picture</p>	<p>My Logo Prime Program And Picture</p>	<p>My Logo Prime Program And Picture</p>



Hexagon

1: Load Logo Prime and press the **Open** button.



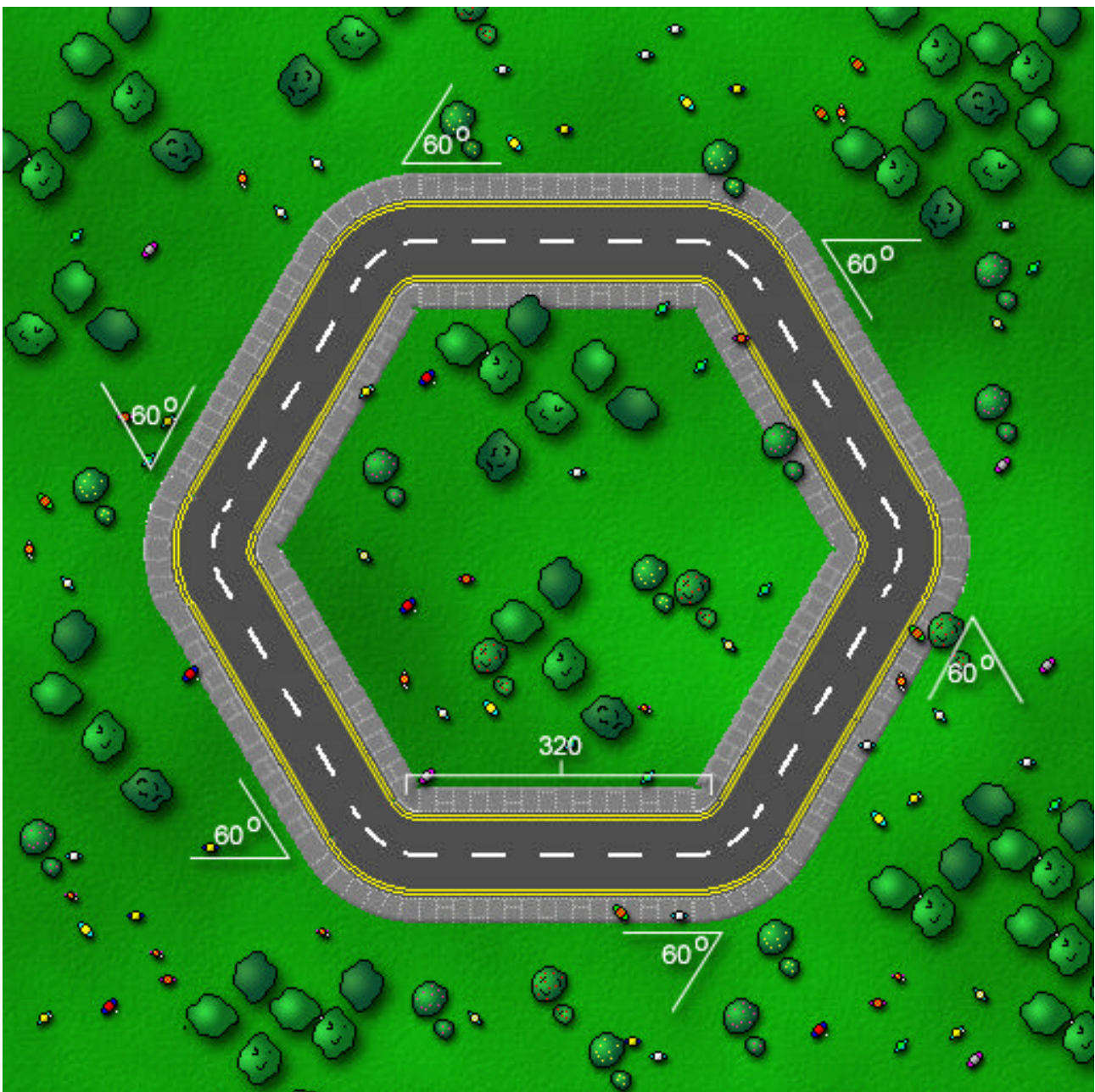
2: Select the file '**1 - Hexagon Easy**' and click **Open**.

3: Use the **FORWARD** and the

LEFT or **RIGHT** commands you have learned to drive the car all the way around the road.

4: Use the rulers and protractor on screen to help you know how far to move forward and what numbers to use for the turns!

Have Fun!





Fab Footy!

1: Load Logo Prime and **Open** the file '**2 - Fab Footy**'.

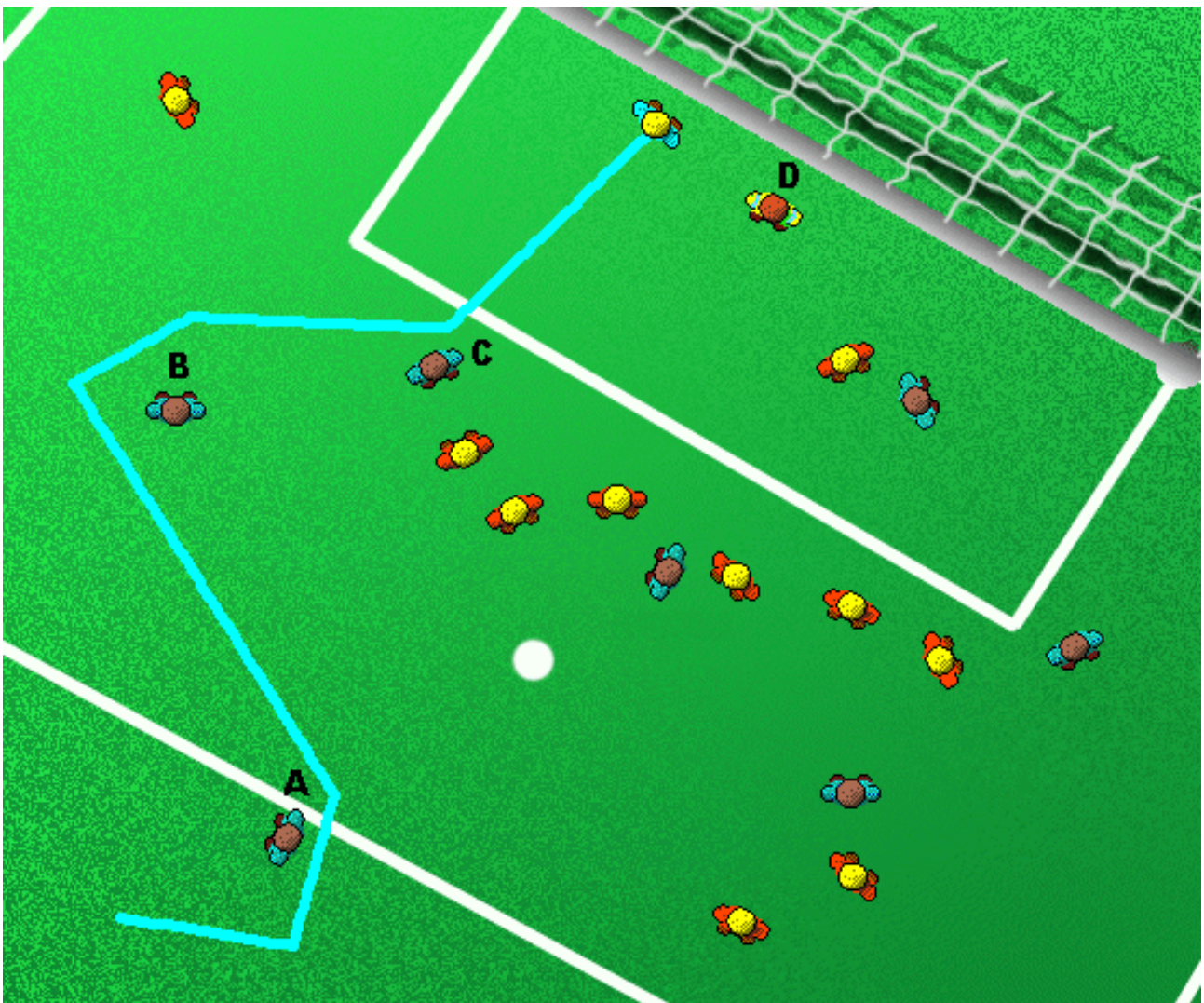
It's up to you now David Bacon! You have to score the winning goal for the World Cup!

2: Guide your player past your team-mates (A, B and C) and get to the goal without going too close to the goalie (D)!

3: Try to avoid all the other teams players (red shirts).

Good Luck!

Try to copy the similar goal that was scored in the last World Cup shown here!





Crossing Capers!

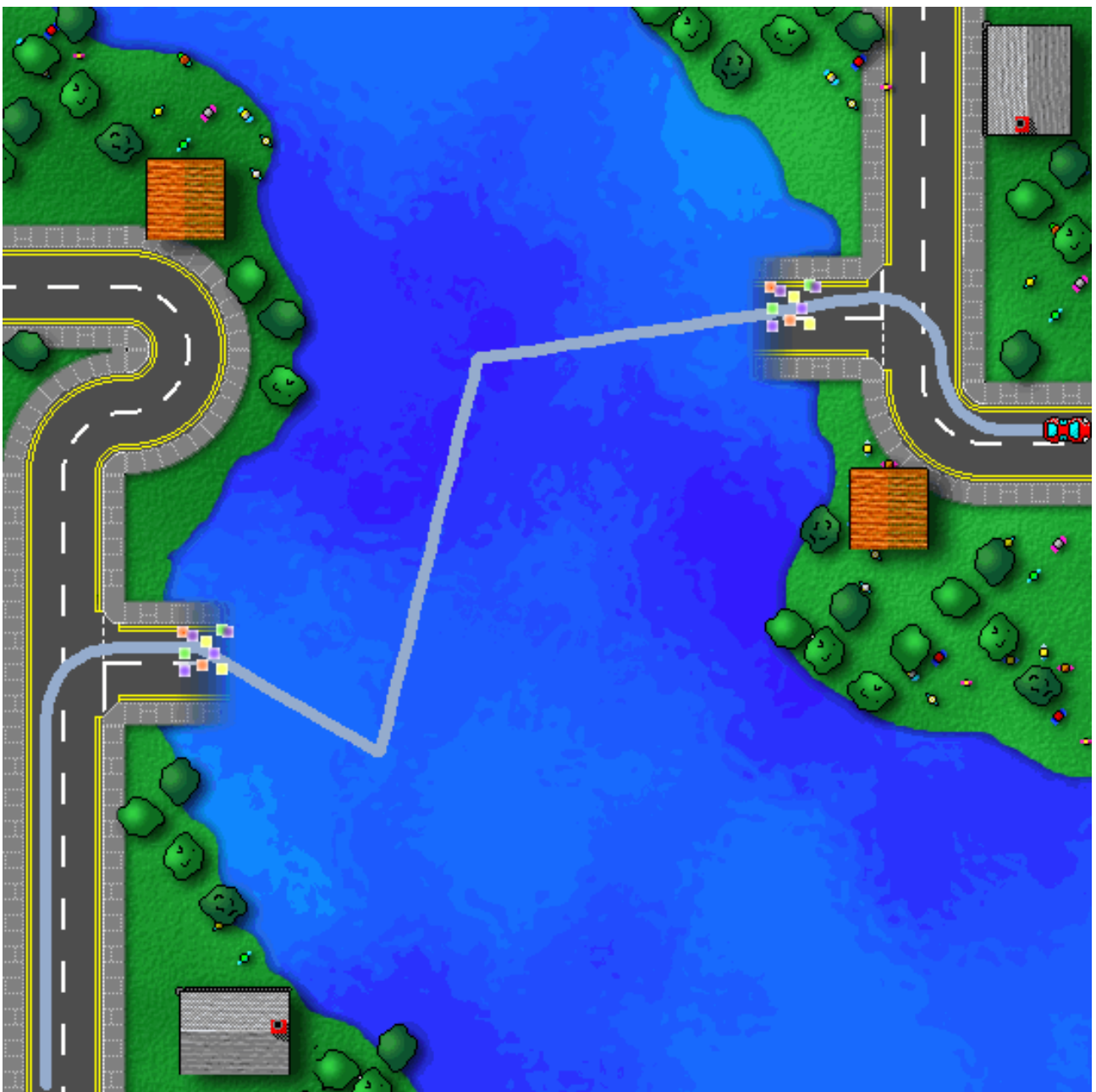
1: Load Logo Prime and **Open** the file '**2 - Crossing Capers**'.

This is an emergency Pond!! Quickly drive to the other edge of the map to get away from the evil Doctor Clawfoot!

2: Use the **Forward**, **Left** and **Right** commands to drive the car and the boat.

3: Use the special commands **MORPH BOAT** and **MORPH CAR** to change the hi-tech car!

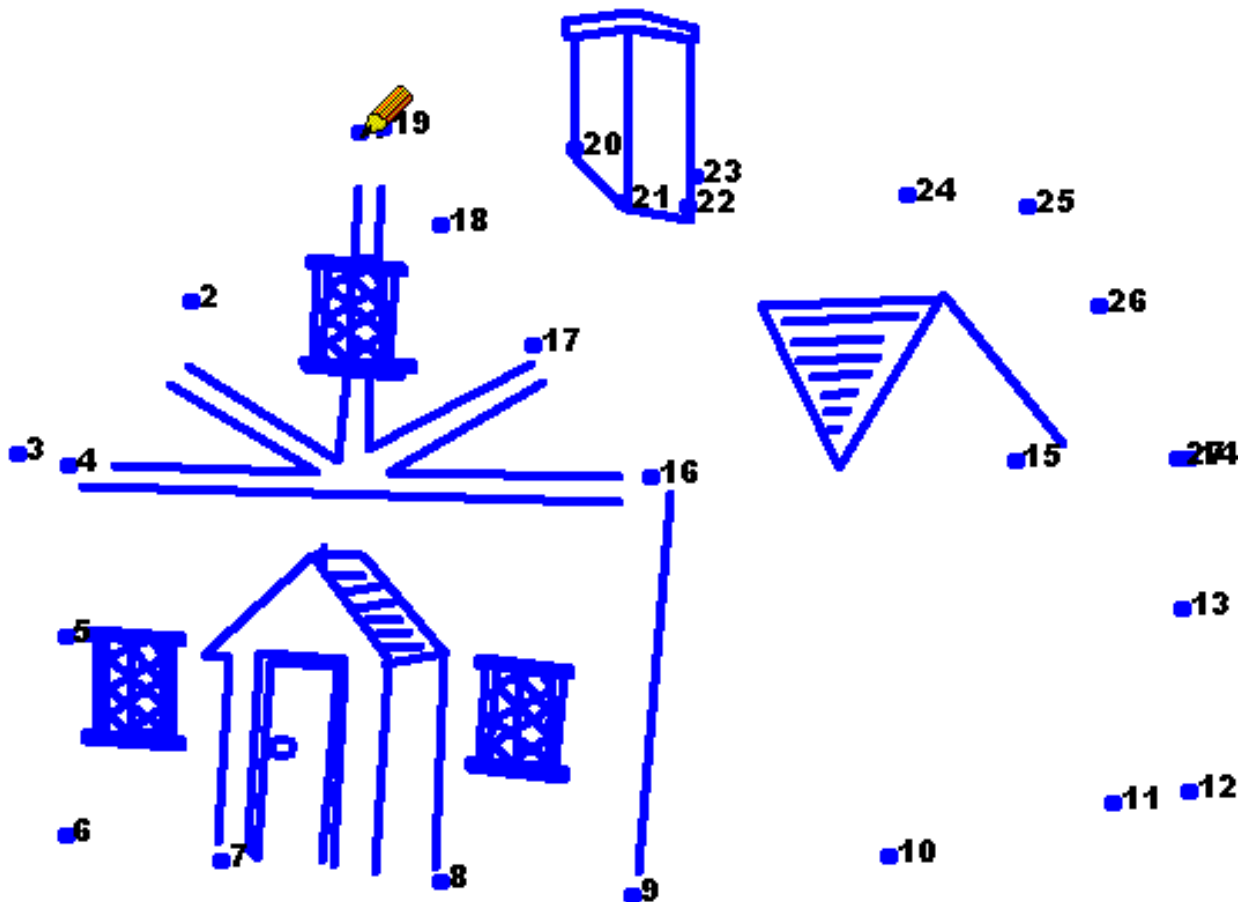
Good luck Commander Pond!





Dot To Dot

- 1: Load Logo Prime and **Open** the file '**3 - Join The Dots 1**'.
- 2: Use the pencil to join each dot one after the other.
- 3: Remember to go from **1** to **2** to **3** etc. all the way to **27**!



Write the name of the object that you have just drawn.



G' day Aussies!

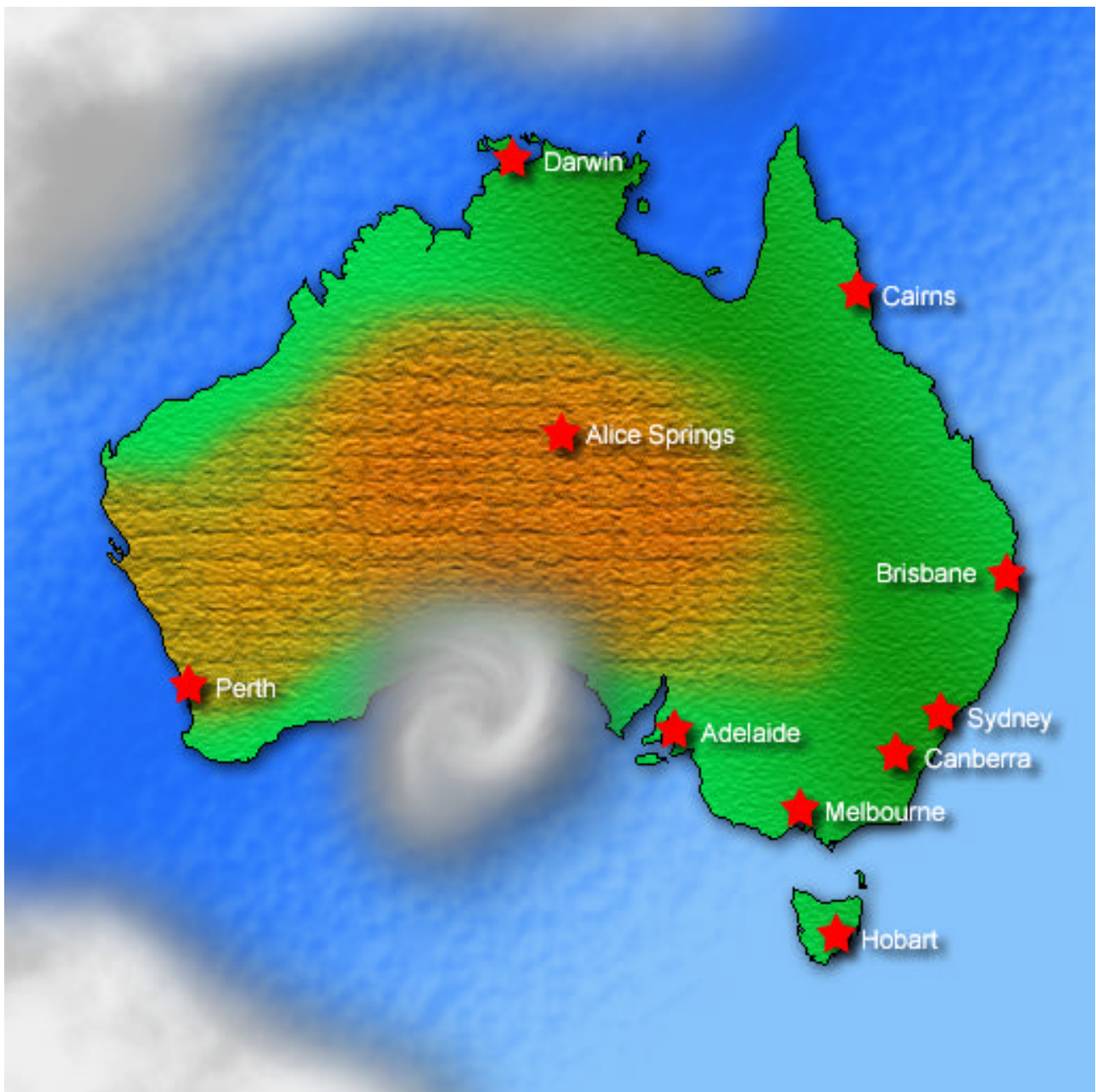
G'day boys 'n girls. Welcome 'Down Under' to Australia! We have a small problem with our flight - the pilot has lost the map! If anyone has a map we'd like their help in the cabin.

1: Load Logo Prime and **Open** the file '**3 - G'day Aussies!**'

2: Starting at **Brisbane** where the airplane is, give the correct angles and distances so the pilot can fly to the following cities:

Cairns then **Adelaide** then **Alice Springs** then **Perth**.

Be careful about the distances - Australia is a BIG place! (use the guides on your screen to help you calculate the distance).





Repeat, Repeat, Repeat

1: Load Logo Prime and Open the file '**4 - The Park**'.

What's this? Are we going back to baby stuff? Well, yes and no in a way.

We know that we can make the car drive around the park by giving the following commands:

Forward 820

Right 90

Forward 820

Right 90

Forward 820

Right 90

Forward 820

Right 90

We can see from this list of command that there is a lot of repeating of the same commands. Can we give a set of commands to the car that will save us repeating ourselves?

Okay, imagine we were giving someone instructions to do something that they had to do three times. Would we say:

Run to the wall and come back

Run to the wall and come back

Run to the wall and come back

???

Probably not! We would probably say:

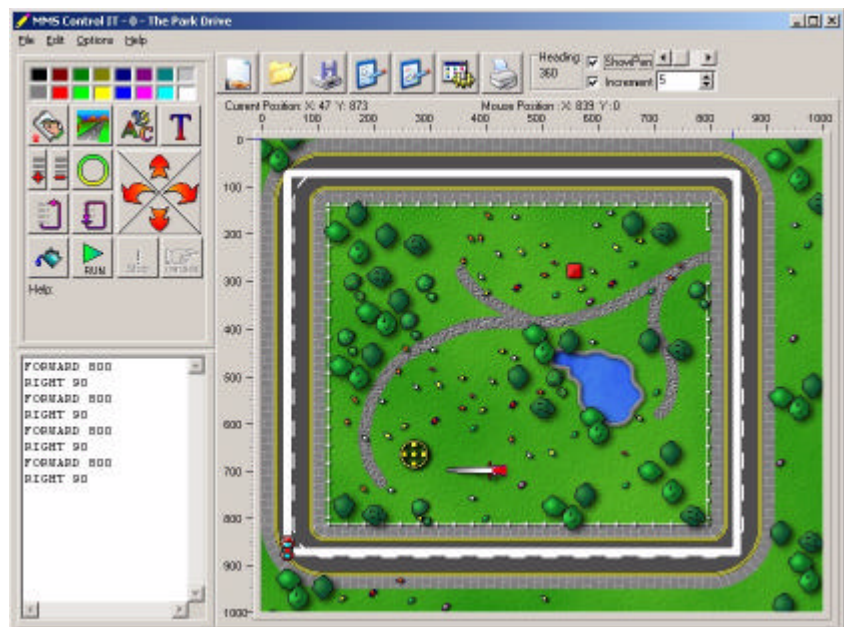
Run to the wall and come back three times.

And we would watch and laugh at them as they ran and we relaxed, right?

We can do the same with computers, and here with the car

What we are about to do is tell the car, **OK listen, we want you to do the following thing four times, go Forward by 820, Turn Right 90 degrees - Okay do it!**

2: If we translate this into



some commands, it would look like the following, type these commands into the command box:

Repeat 4

Forward 820

Right 90

End

Press the **RUN** button to see what happens.

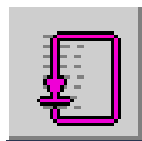
You see how much easier it is to use the repeat than to type every command again and again?

Look at the picture on the first page of this worksheet to see if you've done it right.

We can use the **Repeat** button shown here to give the Repeat command.



We can use the **End** button shown here to give the End command.



Ask your teacher if you need to save or print the new way to drive around the park.

Task2:

1: Click the **New File** button to start a new sheet.

2: Use the **Repeat** and **End** commands to do various things;



Use a **Repeat** with a number eg:

Repeat 3

or

Repeat 5

or

Repeat 10

put any commands that you already know underneath the Repeat.

Put an **End** command at the bottom then click **RUN**.

Eg.

Repeat 10

Print Hello!

Forward 50

End

or

Repeat 5

Forward 150

Right 72

End

Print I've just drawn a pentagon.

Keep experimenting until you create something nice!



Variables

Vari-wot-ables?

Okay, make sure you're thinking now because this part is really difficult! (Only kidding!)

What is a variable?

The easiest way to think of a variable is of a box with a name on it. Inside the box is a number and we can change this number.

This is a very brief explanation of what a variable is so now let's see what use it is.

With many things, including computers, it is useful to put numbers in a 'box' that can be given a sensible name.

If you're playing Sonic The Hedgehog, then somewhere in the computer it needs to keep count of the number of rings that you have collected. It may do this like:

RINGS = 0

If you collect another ring, then it needs to add another ring to the total.

RINGS = RINGS + 1

If you collect a bonus of five rings then the computer will do something like:

RINGS = RINGS + 5

We can use variables with Logo Prime to do some really interesting things!

1: Click the menu **Options / Show Variables**.

A new window will appear with lots of names and numbers in it.

2: Look at the third name in the list and we can see that it is D. This is the name of the box that we were talking about earlier.

3: Look next to the name and we can see that the number 10 is there. This is the value that is inside this box.

4: Press **RUN** after you type these commands:

LET D = 50

FORWARD D

Did you see the pencil move? It moved forward 50.

5: Change your program so that it says:

LET D = 500

FORWARD D

6: Press **RUN**

Now see how the pencil has moved further? We didn't change the FORWARD command, we just changed the number that was inside box **D!**

That's It!

That's it for the demonstration worksheets! Remember, the full version of Logo Prime MX comes with over 70 imaginative and fun filled worksheets, just like the those you've just seen.

All abilities catered for, with point and click worksheets for pupils with learning difficulties, through worksheets encouraging the pupils to think for themselves, right up to using repeats, procedures and variables ensuring there's something for everyone!

- ✍ All these worksheets mean there's no teacher preparation required before use
- ✍ ROA portfolio evidence just a click away - no messing around with photos, or complex copy & paste and 'tidying the layout' as with other products
- ✍ Theme's make pupils 'want to have a go' - meaning better grades and happier teachers!
- ✍ Unconditional site license so there's no license worries!

Thank's for your time to look at this software, we hope you will be soon enjoying the full benefits of using Logo Prime MX in the classroom!