Beckfoot

Subject: Computing	Topic: Programming with Small Basic	Year Group: 8

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Flowchart Symbols

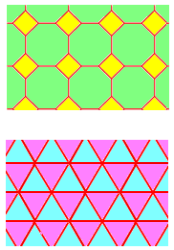
1	Start/Stop	To begin and end the flowchart.
2	Process	To calculate the result of a user input.
3	Input/ Output	To enter data or to display the result.
4	Decision	To make choices based on some data.

Basic Turtle Commands

	Command	What does it do?
1	Turtle.Show()	Show Turtle.
	Turtle.Hide()	Hide Turtle.
	Turtle.Speed = 8	Set speed to 8.
	Turtle Move(100)	Move 100 pixels.
	Turtle.Turn(90)	Turn 90°
	Turtle.Angle = 180	Turn to 180°
	Turtle.PenUp()	Turtle stops drawing.
	Turtle.PenDown()	Turtle start to draw.

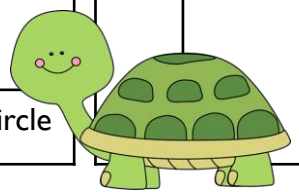
Repetition and Tessellations

1	Repetition	FOR loops are one way to repeat sections of code.
		`For x = 1 To 360`
		`  Turtle.Move(1)`
		`  Turtle.Turn(360/360)`
		`EndFor`

2	Tessellation 	A tessellation is repeating a pattern without leaving any gaps. There are two types of tessellations regular and semi regular. Can you find out what they are?

Graphics Window Commands

	Command	What does it do?
1	BrushColor = Red	Changes fill colour to Red.
	FillRectangle(,,,)	Draw and fill a rectangle
	FillTriangle(,,,,,)	Draw and fill a triangle
	FillEllipse(,,,)	Draw and fill a circle

Key Vocabulary

1	Algorithm	A step by step sequence for how to solve a problem.
2	Flowchart	A flowchart is a step by step method to solving a problem.
3	Intellisense	This is the area of Small Basic where hints and tips and displayed while we write code.
4	Cartesian Co-ordinates	Location of a fixed point to state how far along and how far up it is.
5	Iteration	Iteration is the process of looping or repeating sections of a program