# Term 4 Final Review Sheet
## Grade 2

# Turtle Commands in Logo Programming

In Logo, we use simple commands to tell a turtle (it's not a real turtle, but a triangle on the screen) how to move and draw.

## Moving Forward and Backward

- To move our turtle forward, we use the command `fd`, which stands for **forward**. For example, `fd 50` tells the turtle to move forward 50 steps.
- If we want to move backward, we use `bk`, which means **backward**. So, `bk 30` will make the turtle go back 30 steps.

## Turning Right and Left

- When we want our turtle to turn to the right, we use `rt`, which is short for **right turn**. `rt 90` makes the turtle turn right by 90 degrees.
- To turn left, we use `lt` for **left turn**. If we say `lt 45`, our turtle will turn left by 45 degrees.

## Cleaning Up

- After drawing, if we want to clean the screen and start over, we use `cs`, which means **clearscreen**. Just type `cs`, and the screen will be all clean!

## Let's Draw!

Now, let's try to draw a square together:

```
cs     ; This clears the screen.
fd 50 ; Move forward 50 steps.
rt 90 ; Turn right 90 degrees.
fd 50 ; Move forward again.
rt 90 ; Another right turn.
fd 50 ; Forward once more.
rt 90 ; Turn right.
```

```
fd 50 ; And forward to close our square.
```

When you follow these steps, you'll see a square on the screen. The turtle followed your commands and drew it for you!

## Practice Time

Try these commands and see what you can draw:

- Draw a triangle: `fd 50 rt 120 fd 50 rt 120 fd 50`
- Make a circle: Keep turning a little and moving forward, like this: `repeat 360 [fd 1 rt 1]`