**Search the logo programming language online to discover more about it. Write a short description on the logo programming language in around 200 words.**

Logo is an educational programming language made by Wally Feurzeig, Seymour Papert and Cunthia Solomon in 1967.

It is a general-purpose language and is well known for its use of turtle graphics. Turtle graphics are commands which are used to move and draw vector graphics. The commands control a “turtle” which is used to draw on the screen. This allows students to easily visualise

Square.py

Text

Description automatically generated

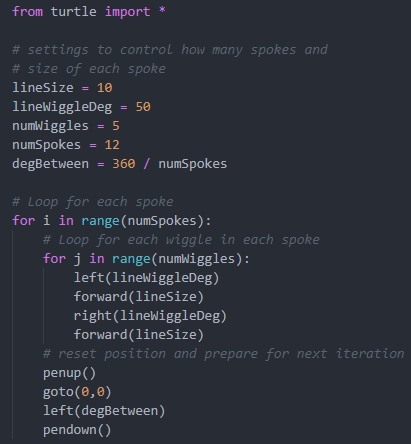
wheelSpokes.py

Text

Description automatically generated Shape, polygon

Description automatically generated with medium confidence

wheelSpokesWiggle.py

Diagram

Description automatically generated

Activity 3

The code on the board makes 9 squares on the screen 40 degrees apart all connected by a line at 0,0.

Activity 4

Text

Description automatically generated Shape, engineering drawing

Description automatically generated

Activity 5

1: 1

2: 9

3: 36

4: 9

Activity 6

Text

Description automatically generatedA picture containing mollusk

Description automatically generated

Text

Description automatically generated

Text

Description automatically generated

Chart, radar chart

Description automatically generated10, 10