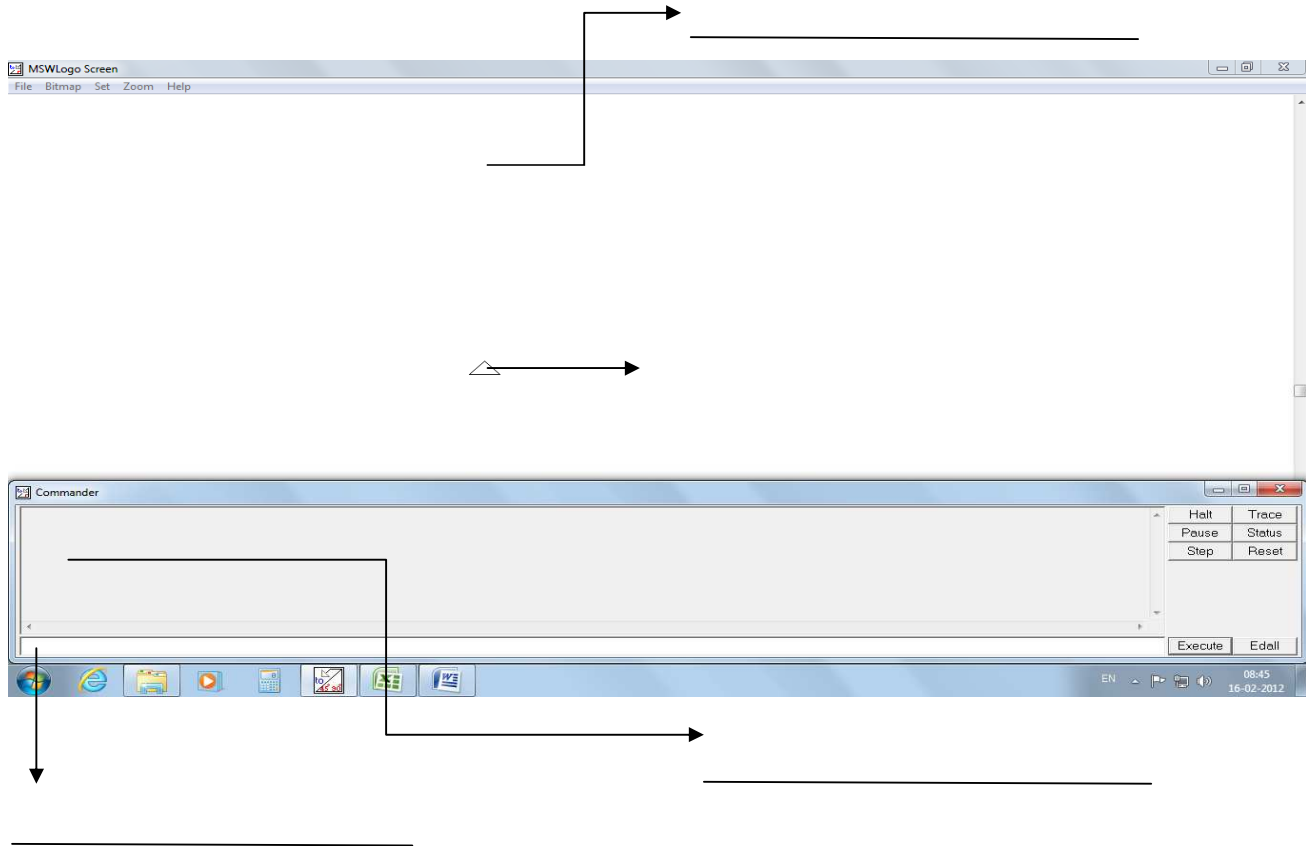


Name _____ Class III Sec: _____

Q.1. Label the LOGO Screen



Q.2. Write the LOGO command for the following:

- Move the turtle forward by 40 steps _____
- Move the turtle backward by 20 steps _____
- Rotate the head of the turtle towards right direction by 90 steps _____
- Rotate the head of the turtle towards left Direction by 45 steps _____
- Hide the turtle _____
- Make visible the hidden turtle _____
- Lift the turtle's pen from screen _____
- Put the turtle's pen down on the screen _____
- To erase everything from the graphic area _____
- To bring the turtle to the middle of the screen _____

Q.3. Give their full form:

- a. LOGO : _____
- b. FD : _____
- c. BK : _____
- d. RT : _____
- e. LT : _____
- f. HT : _____
- g. CS : _____
- h. PU : _____
- i. PD: _____
- j. ST : _____

Q.4. Match the following (Do not draw lines to match, put numbers in the boxes given)

- | | |
|---------|--|
| 1. BK | <input type="checkbox"/> Exit LOGO |
| 2. LT | <input type="checkbox"/> clears the figures |
| 3. CS | <input type="checkbox"/> brings turtle to the centre of the screen |
| 4. PU | <input type="checkbox"/> moves the turtle forward |
| 5. FD | <input type="checkbox"/> moves the turtle back |
| 6. HOME | <input type="checkbox"/> turns the turtle to the left |
| 7. BYE | <input type="checkbox"/> lifts the turtle's pen |

Q.5. Fill ups

1. The LOGO screen is divided into two parts _____ and _____.
2. The small triangle in the middle of the main screen is called the LOGO _____.
3. The middle of the LOGO screen is the _____ of the turtle.
4. The LOGO commands are also called LOGO _____.
5. _____ means the way in which the commands are written.

Answers:

Q.2. a. FD 40
b. BK 20
c. RT 90
d. LT 45
e. HT
f. ST
g. PU
h. PD
i. CS
j. HOME

Q.3. a. Language of Graphic Oriented
b. Forward
c. Back
d. Right Turn
e. Left turn
f. Hide Turtle
g. Clear Screen
h. Pen Up
i. Pen Down
j. Show Turtle.

Q.5. 1. main screen , Commander Window
2. Turtle
3. Home
4. Primitives
5. Syntax