



101+ Ideas for Logo

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101+ Ideas for Logo is a collection of dozens of ideas that young programmers can use to get started with coding. It comes free with your Terrapin Logo license for use at school or at home. There are many projects for both beginning and advanced students to explore in all areas of Logo.

Key to Logo Areas

 = Graphics
*drawing with
the turtle*

 = Turtle Fun
*multiple turtles,
shapes and animation*
























ABC = Word Play
*fun with words
and language*

 = Music
*playing and
composing music*

123 = Numbers
*math games
and challenges*























Level 1

In these beginning projects, you will give Logo instructions in the immediate mode. You don't need to know how to write a procedure. You'll move the turtle, change its shape, add text to the graphics screen, and play music.





Aim for the Moon			
Colorful Plaids			
Symmetry			
T-Shirt			
Wrapping Paper			
Telephone Music			
The Long Walk			
Skyline			
Repeat Magic			123
Pen Designs			
Butterflies			
Bicycle Wheel			
Growing Shapes			123
Connect the Dots			
Tennis, Anyone?			
Fun with Turtle Shapes			
Familiar Tunes			
Repeat and Repeat			
A-Mazing			
Star Light, Star Bright			ABC

Jigsaw Puzzle					
Travel the US					
Airplane Aerobatics					
Message Hunt			ABC		123


Level 2 In these projects, you'll write simple procedures using the Logo editor. Sometimes you will combine them to write larger programs. Are you ready to write, edit, and combine procedures in Logo?

Pentominoes					
Slideshow					
Aquarium					
Song Lyrics			ABC		
ABCs					
Mind Reader			ABC		
Directions					
In Plain English			ABC		
Teddy Bear					
Clock					
Tune Blocks					
Fancy Frames					
Tic-Tac-Toe Board					
Playing Tic-Tac-Toe					
Home, Sweet Home					
Building Blocks					
Quilting Bee					
Word Connections			ABC		
Build a Snowman					
ABC Book					
Adventure Story			ABC		
Checkerboard					
School Bus					
String Art					
Stained Glass					
Tangrams					
Inca Tapestry					
Bouncing Ball					123
Ye Olde Pyramid					
Half-time Show					
World Flags					

Level 3 In some of these projects, you will write procedures that take inputs. Using variables gives you lots of power! You will also use and write reporters: procedures that give you back information. Built-in word and list commands help you play with language.

Who's First?		ABC	
Spinach		ABC	
Goldilocks' Chairs	✳		
Letter Sizes	✳		
Word + Word		ABC	
Garden	✳		
Word Changes		ABC	
Ice Cream Scoops	✳		
Mystery Machine			123
Is it a Word?		ABC	
Mandalas	✳		
Silly Sentences		ABC	
So Many Turtles!			
Vacation Postcards		ABC	
Snowflakes	✳		
News Update		ABC	
Musical Instruments			
Fun with Dates		ABC	123
Halloween Recipe		ABC	
Perverbs		ABC	
Coin Flip			123
Playing a Round			
Data Converter			123

Level 4 Your programs are getting more complicated! Now you'll get Logo to make decisions. You can look at information and choose one path or another through your program. You can also control recursion using graphics, words and lists, music, and shapes.

Spirals	✳		
Plurals		ABC	
Song Lyrics		ABC	
Rat in the Maze	✳		
Name Spirolaterals	✳	ABC	
Slot Machine			
Pig Latin		ABC	
Robot Race			
Map Maker	✳	ABC	

Piggy Bank
Morse Code
Case of Four Bugs



Level 5

Now you can do just about anything in Logo! In these projects, you'll get input from the user. You'll store information for the computer to use later, program some entertaining games, and create larger projects.

Miniature Golf
Menu Choices
Piano Chopsticks
Logic Game
Elevator Fun
Planets
Hidden Target
Roman Numerals
Connections
Listen and Play
Big Adventure
Pool Table Fun

