

Logo Blocks Tutorial ~ Advanced Mode

If you haven't use Logo Blocks before, start with the [Beginner Mode tutorial](#).

Next, go through the [Intermediate Mode tutorial](#).

Finally, return here to learn even more block commands!

When Logo Blocks first starts up, you see the **Beginner** set of blocks. Click the word **Advanced** to get to more block commands.

In **Advanced** Mode, blocks are organized into twelve categories. Click on any word in the list at the left to get to the blocks in that category.

Moves	Moves: turn and move the turtle, set the speed, set the screen mode
Turtles	Turtles: set the turtle shape and size, hide or show it, use many turtles
Draw	Draw: set colors and pen size, pen up or down, draw shapes, fill, erase
Sound	Sound: say words or sounds
Events	Events: act on certain events that occur
Flow	Flow: use blocks that control what happens (IF...THEN and more)
Math	Math: use random numbers and math operations
Words and Lists	Words and Lists: put together and take apart sets of letters and numbers
Input	Input: work with all types of data you can give to blocks
Output	Output: print text, capture user input
Procedures	Procedures: write simple procedures with or without an input
Variables	Variables: create and use variables to create flexible procedures

All of the **Intermediate** mode are also in **Advanced** mode and this tutorial won't cover them. Refer to the [Intermediate mode tutorial](#) for details about using blocks in these categories:

- **Moves**
- **Turtles**
- **Draw**
- **Sound**

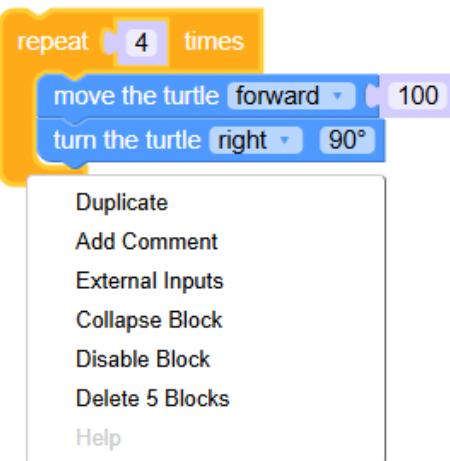
Let's learn some more block commands!

But first, here are some tips for power coders that will save you time and work.

Tips for Power Coders

Tip #1: If you select a block and press the Delete key, the block will go into the Trash can. You don't have to drag it there. You may find that short-cut helpful, but you can't undo it.

Tips #2: If you right-click a block, you will see some choices that will help you code more quickly and easily.

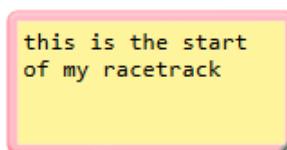


Right-click the border of the code, the golden border, in this case, for a useful context menu. You can do the same with an individual block as well. Because each block can vary, the options may be different from those shown here.

From this context menu, you can choose to:

- **duplicate** or make a copy of the block, a real time-saver when you want a similar block of code, which you can then edit to do a slightly different job
- **add a comment**, which can be useful to help other people understand your code (as well as a good reminder for yourself!)
- use **Inline Inputs** to put the inputs on one line; the opposite is **External Inputs** (see below)
- **collapse the block** so it takes just one line (you can expand it later); this can be very helpful with your code gets long
- **disable the block**, which keeps it around, but removes the code from the Editor and won't run it; you can enable it with another right-click on the block
- **delete all the blocks** that are in the selection (you can't undo this one!)

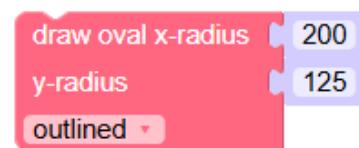
If you choose Add Comment, a question mark will appear in the upper left of the block. Click the question mark and type a note. It's a great way to document your code.



This shows the **Inline Inputs** option.



This shows the **External Inputs** option.



Let's get coding!