

EDUCATION 489-4

EXPERIMENTAL COURSE: LOGO

Spring Semester, 1987
Wednesday 4:30 - 8:20

Instructor: David Bell
Location: MPX 8651

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"The computer is a rich and complex tool that is increasingly within the financial means of schools. Like any educational tool, it comes with inherent advantages and disadvantages, is more appropriate for some uses than others, is more suited to some teaching styles than others, and is neither the answer to all educational ills nor the end of all that is great and good in our educational system. Like any tool, it can be used well or poorly, be overemphasized or ignored, and it depends on the human qualities of the weilder for its effectiveness. (P. Kelman in Computers and Reading Instruction).

Seymour Papert, one of the creators of Logo, is concerned that children are being programmed by computers, This course will look at the two elements present in Logo; on the one hand it is a programming language and on the other, it is a way to begin thinking about thinking.

This is an in-depth immersion in the Logo environment. The course will function as a professional seminar. Class time will be divided between lecture/demonstration, hands-on computer time and class discussions. All are expected to contribute by participating fully, by sharing their experiences, ideas, readings, bugs, experimentations and frustrations. Each student will have an opportunity to present her work to the class for responses and extentions.

Looking at classroom curriculum connections and the Logo teacher's role will be an ongoing theme of the class discussions. Each participant will complete several programming projects and create a classroom curriculum or inservice training unit for future use. Participants may be entirely new to Logo or experienced in using it.

Required texts:

Papert, Seymour; MINDSTORMS; New York: Basic BOOKS, 1980
Watt, Daniel; LEARNING WITH APPLE LOGO, New York: McGraw-Hill Books, 1984.