EDUC 489-4
EXPERIMENTAL COURSE: LOGO

Summer Session, 1988   Instructor: David Bell

Monday & Wednesday 1:00 - 4:50

> "The Computer is going to be a catalyst of very deep and radical change
> in the educational system. Guiding that change will require far more
> than new facts, new statistics and new policies. We need new
> conceptual frameworks for thinking about the learning process itself.
> (Papert, 1984).

Seymour Papert, one of the creators of Logo, is concerned that children are being programmed by computers, rather than the other way around. Logo (and the Logo culture & environment) is a way of putting the child back in control of his own learning. 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 beween 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 extensions.

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 in-service training unit for future use. Participants may be entirely new to Logo or experienced in using it.

Required text:

Papert, Seymour; MINDSTORMS; New York: Basic Books, 1980

There will also be a set of readings available at the first class meeting