

Education 489-4
Experimental Course: LOGO

INTERSESSION, 1986
Tuesday and Thursday, 5:30 - 9:20
LOCATION: MPX 8651

INSTRUCTOR: David Porter
PHONE: 987-8141 Local 303

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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 or 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 wielder 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 rather than the other way around. Logo (and the Logo culture and environment) is a way of putting the child back in control of his own learning. This course will examine two key 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 course is an in-depth immersion into the Logo environment. The course will operate as a professional seminar. Class time will be divided among lectures/demonstrations, hands-on computer time, and class discussions. All members of the class are expected to contribute by participating fully, by sharing their experiences, ideas, readings, explorations, and frustrations.

The examination of 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 unit or in-service training unit for future use. Participants may be entirely new to Logo or be experienced Logo users.

Required Texts:

Papert, Seymour. Mindstorms: Children, Computers and Powerful Ideas. Basic Books, 1980.

Watt, Daniel. Learning with Logo. Byte Books, 1983.

Evaluation

Evaluation will be based on:

1. Personal learning log
2. Programming Projects - individual turtle graphics project
- group project
3. Classroom curriculum unit/training unit