Announcements

Get on Line with MIX and/or MATHLINK

NCTM has established a link with the rest of the mathematics community through MIX, a telecommunications network dedicated exclusively to educators. CLIME will be using this network as another way to communicate with interested folks. If you're already a subscriber, drop me an electronic message to let me know that you use MIX. (My name on the system is IHORC)

The National Educational Computing Conference (NECC 1989)

is being held in Boston, Massachusetts this year. For more information write to NECC 89 Connections, Lesley College, 29 Everett Street, Cambridge, MA 02138. We're hoping as is customary at this meeting to get together at a Birds of a Feather session. I hope to see you there!

A Commercial Break

Now that we are an affiliated group of the NCTM we need to stop for a "commercial" for the National Council of Teachers of Mathematics. In the January, 1989 issue of the NCTM News Bulletin it was announced that the current membership of NCTM (as of October 31, 1988) is 73,221. That is certainly a significant mass and the numbers are growing. Now that we are a part of this organization it is important that each of us share our knowledge of Logo with as many math teachers as possible. One of the ways is to become a member of NCTM and participate in their functions. For example, you can contribute articles to their two excellent journals, *The Arithmetic and Mathematics Teacher* which in the past have included many articles with a Logo theme. You can share your work by presenting at local, regional, and national meetings, etc. But the first step is to join! The membership fee is $40 per year and that includes one of the journals. If you wish to receive both journals, it costs an additional $15. Write to: NCTM, 1906 Association Dr., Reston, VA 22091.

Now let's return to regularly scheduled programming.....

The Logo Institute (June 23-30, 1989)

will be held at Lesley College, Cambridge Massachusetts immediately following the NECC conference. This year's theme is using Logo to supprt inquiry learning.
•Experience a 7 day immersion in a learning environment for Logo using educators from the US, Canada and other countries.
•Participate with an outstanding faculty including Dan and Molly Watt, Ricky Carter, Eadie Adamson, and Gary Stager - just to name a few.

The Logo Institute Workshops (June 23-24, 1989)

will follow the Logo Institute. Two days of hands on workshops led by Logo Institute faculty and other leading Logo educators. For further information on either or both events contact: Beth Heuchert, The Logo Institute, Lesley College, 29 Everett Street, Cambridge, MA 02238

New Software
Logo Math: Tools and Games
by Henry Piciotto

I am happy to announce to my fellow CLIME members who work in secondary schools that Terrapin is about to publish a LogoWare package I wrote, entitled *Logo Math: Tools and Games*. The package includes fourteen programs, some small, some more ambitious, which we have been using throughout our math curriculum at the Urban School in San Francisco, the small independent high school where I work. It provides an all-purpose computer environment for secondary mathematics, including five educational games with graphics, two graphing/calculating utilities, three geometric construction sets, two specialized programmable calculators, and more. The games can be used in grades 4-12, the tools in grades 8-12. Many of the programs are open-ended, and can be used to explore countless topics, both standard and non-traditional, inn Pre-algebra, Algebra, Geometry, Trigonometry, Probability, Statistics, and Calculus. The approach differs from other uses of technology in secondary math:
* The programs are consistent: the same formats are used throughout. As students become better acquainted with any one of the programs, they are learning how to use all of them.
* The programs can be readily inspected and modified by Logo literate teachers or students.
* Teachers and students can write their own Logo procedures to be used in conjunction with the ones offered in this package. (However, no knowledge of Logo by either teacher or student is required in order to use this software.)
* While using the programs, students still have access to the full power of Logo. (As opposed to commercial programs where they are straitjacketed by the programmer.)
* Score-keeping sheets are included for the games.

The following is a list of the programs and what they do:

Games:
•SIGNED (a number-line model of the four operations on signed numbers.)