

Letters to the Editor

Dear Editor:

I was very pleased to see my note published in the April 1989 CLIME News as problem of the month. There are three misprints in the proceedings given for LHILBERT and RHILBERT. The last line of the LHILBERT procedure is: LT 90, not RT 90 FD :SIZE. Line 8 of RHILBERT is: LT 90 FD :SIZE, not RT 90 FD :SIZE. The last line of RHILBERT is: RT 90, not RT 90 FD :SIZE.

Thank you,

Doug Moore

555 7th St., Santa Monica, CA 90402

Dear Editor:

Ever so often, for both new and seasoned, past experiences, learned skills, ideas and intuition connect to form a particularly new and thrilling concept to try in the classroom. Such connections do not occur every year, but it has happened once again for me this year. Namely, it involves connecting mathematics with the Logo computer language. What a powerful tool to use, this simple computer language! As I began to realize this more fully, ideas streamed in endlessly. Often I would wake up early in the morning jotting notes on whatever paper was closest to my coffee cup. But would my 5th graders be as stimulated and respond with the same enthusiasm as myself? I am happy to say that they surely have! Their comments parallel my own. "Eureka! It works! I did it!"

Sincerely,

Lou Ann Bullard

1348 S. Louisville, Tulsa, OK 74112 A

Lou Ann has developed a list of math computer project ideas. If you wish a copy of them, send \$1.50 to the CLIME office.

Publications

Math Explorations in Logo for Grades 5-8.

Arthur Hyde and Sandra Turner (NCE, 2840 Sheridan Rd., Evanston, IL 60201) have created a unit of activities (supported by a grant from the Borg Warner Foundation) called *Math Explorations in Logo for Grades 5-8*. The authors comment: "Over the past six years we have tried Logo and mathematics activities with children from kindergarten to junior high school. The ideas contained in this handbook are those that worked especially well with students in grades 5 through 8. They represent ten to fifteen hours of study in which key mathematical concepts are taught

within a Logo environment. Although students learn Logo programming, the primary focus of these activities is on enhancing students' understanding of mathematics." Activity titles include: Screen colors, Nesting squares, Nesting of squares in arithmetic progression, Nesting other regular polygons.

Mathercize with LogoWriter (Chip Publications, Inc. 107 Braswell Road, Chapel Hill, NC 27516) created by Howard Diamond, a former stock broker, is a series of activities written in LogoWriter that is intended to help you teach mathematics. Topics include: recursion, powers, counting, inverse operations, area, short and long division, number bases, prime numbers, and algebra of lines.

Math Activities using Logo (Gary Flewelling, Wellington County Board of Education, 500 Victoria Road, North Guelph, Ontario N1E 6K2) is a set of activities designed to help teachers use Logo to effectively teach mathematics. They are designed for Grades 1 to OAC. Titles of activities include: Patterns with Shapes, Designs from Number Patterns, Walking through a Maze, Spirolatera, A Weaving Machine, Michael Jackson Turtle, LCM, Tiling Patterns, and a Fibonacci Investigation. For more information write to Gary Flewelling.

Bridge the Gap with Robots (Logo Publications, 7 Conifer Crescent, London, Ontario N6K 2V3) is a new teacher resource book written by Rudy Neufeld. It is designed to be an integrated mathematics and problem solving curriculum unit. Most of the activities make use of the "person robot"; however, at least 1 mechanical robot is recommended. The book consists of 18 learning activities. Each activity comes complete with a list of objectives, materials required and suggested teaching strategies.

Two new books from MIT Press, 55 Hayward Street, Cambridge, MA 02142 (Available December, 1989):

Investigations in Algebra written by Al Cuoco departs from a preoccupation with calculus as the ultimate goal of and the universal introduction to advanced mathematics by using Logo to explore combinatorics, number theory, discrete functions, and other topics that are not on the traditional path to calculus.

Approaching Precalculus Mathematics Discretely by Phillip Lewis introduces concepts of discrete mathematics through the computer, making them easier to teach and more fun to learn. Phillip Lewis shows how this can be accomplished using the Logo language.

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