Contents

<i>Preface</i> v	rii
Chapter 1	Introduction to the Computer 1
Chapter 2	The Computer in the Classroom 25
Chapter 3	Software 37
Chapter 4	The Teacher as a Programmer 55
Chapter 5	The Child as a Programmer 83
Chapter 6	The Child as a Programmer: Languages, Aims and Objectives 95
Chapter 7	A Possible Methodology 110
Chapter 8	The Computer and the Curriculum 130
Bibliograph	y 144
Index 15	1