

# Contents

Notes for parent or teacher	v
How to use this book	vii
<b>1 Introducing the computer</b>	
Activity 1 Make the computer work	1
Activity 2 Words, letters, numbers	4
Activity 3 Computer programs	8
<b>2 Plotting points and lines</b>	
Activity 4 PLOT points	13
Activity 5 PLOT lines	16
Activity 6 Squares and rectangles	17
Activity 7 Black on white, white on black	18
<b>3 Multiples</b>	
Activity 8 Making lists and finding patterns	21
Activity 9 More patterns	22
Activity 10 Finding multiples by adding; more about programming	24
Activity 11 The computer decides with IF and THEN	26
Activity 12 The common ones	29
<b>4 Fractions and decimals</b>	
Activity 13 Decimals really do help	31
Activity 14 Equivalent fractions	34
<b>5 Squares and square roots</b>	
Activity 15 Square numbers	37
Activity 16 Guess the number	39
Activity 17 Make the computer do it—use SQR	41
<b>6 Factors and primes</b>	
Activity 18 Finding factors	43
Activity 19 Prime numbers	44
Activity 20 Finding factors—let the computer do it!	45
Activity 21 Improving Program FACTORS 3	47
Activity 22 Using INT to test for primes	49

iv Contents

Activity 23	Problems for investigation	51
Activity 24	Programming for more difficult problems	54
Activity 25	Sum of some	57
<b>7</b>	<b>BASIC programming</b>	
Activity 26	A summary of some words and ideas	59
Activity 27	Writing BASIC programs for mathematics problems—a top-down approach	62
Activity 28	A collection of problems	64
	Answer key	69