Contents

	Simulation 49
	Educational Games 53
	Programming 59
	Conclusion 62
3	Problem Solving: Transforming a Process 65
	Solving Problems, Not Finding Answers 66
	Problem Solving Environments 75
	Modeling Solutions to Problems 84
	Conclusion 93

4 Using Computer Graphics in Mathematics 95

The Mathematics of Graphics Programming

Turtle Graphics 95

1 Transforming the Mathematics Curriculum 1

2 Traditional Computer Assisted Instruction 39

Drill and Practice and Tutorial Programs

Demonstration Programs 39

Transforming the Processes of Mathematics Education 3

Transforming the Content of the Mathematics Curriculum 14

Contents x

5

	Special Applications Packages 131
	The Future 136
	•
5	Applied Mathematics: Transforming Content 139
	Transforming Elementary School Mathematics 142
	Transforming High School Mathematics 152
6	Computer Science: Mathematics in the Computer 165
	Hierarchies 166
	Storage 168
	Numbers 171
	Alphanumerics 176
	Addresses 178
	Operations 181
	Basic Number Systems 186
	Peeks, Pokes, and Calls 192
	Machine Language Subroutines 194
	Conclusions 194
7	Programming and Computer Languages 197
	The Old View—Programming as Language Teaching 197
	The New View—Programming as Construction 199
	Computer Languages 200
	Programs Within Programs 207
	The Elements of Languages 211
	The Elements of Programs—The Simple Routines 214
	Conclusions 214

Contents xi

8 The Mathematics Teacher as Computer Sponsor 217

Three Computer Sponsors 218

Background and Training of a Computer Sponsor 222

Staff Development 223

Creating and Maintaining a Computer Resource Center 225

Curriculum Planning and Development 229

Making and Breaking Images 232

Post Script 235

Glossary 241

Resources 247

Index 305