

# Contents

<b>I. Introduction</b>	<b>1</b>
<i>Computers in the Classroom</i>	1
<i>Logo and Problem Solving</i>	3
<i>How to Use This Book</i>	5
<b>II. Languages for Computing</b>	<b>7</b>
<i>Background</i>	7
<i>Projects</i>	12
Talking to a Computer	12
Designing a Computer Language	13
Talking to a Robot	14
<b>III. Turtle Geometry</b>	<b>17</b>
<i>Background</i>	17
<i>Projects</i>	28
Turtle Puppets	28
Maze Following	29
Path Description	30
<b>IV. Thinking with Procedures</b>	<b>35</b>
<i>Background</i>	35
<i>Projects</i>	51
Tangrams	51
Ed Emberley's Drawing Style	53
Box Variables	53
Marble Counter	54
Pattern Decomposition	55
<b>V. Tiling and Symmetry</b>	<b>59</b>
<i>Background</i>	59
<i>Projects</i>	83
Simple Patterns That Tile	83
Simple Patterns That Don't Tile	85

Polygons That Always Tile	88
Pentagonal Tiles	92
Shmuzzles and Colored Tiles	98
Carpet Patterns	98
Rotational and Reflection Patterns	100

## **VI. Recursion and Infinity 101**

*Background* 101

*Projects* 111

Recursive Problem Statements 111

String Tying 112

Paper Cutting and the Golden Mean 113

God's Eye 114

Recursive Stars 115

## **VII. Patterns in Nature 117**

*Background* 117

*Projects* 131

Rotational Symmetry in Flowers 131

Recursion and Branching in Plants 132

Pine Cones and Other Plant Spirals 133

Cracks 134

## **VIII. References 136-140**

**Index 141-143**