

Contents

List of Figures	vi
List of Tables	ix
Acknowledgements	x

1	General Introduction	1
2	The Logo Maths Project	4
3	The Case Study Pupils and Their Projects	16
4	Problem Solving	55
5	Subprocedure and Modularity	70
6	Programming Issues: Some Common Pupil Misconceptions	89
7	Peer Interaction in a Programming Environment	97
8	Peer Interaction: Turtle Turn and Angle	116
9	The Teacher's Role	140
10	Gender Issues	159
11	Insight into Pupils' Intuitive Mathematical Conceptions	178
12	Developing an Understanding of Algebraic Ideas	194
13	Conclusions	221
	Appendix 1. Overview of Logo Commands	229
	Appendix 2. Categories of Pupil Discourse	231
	References	233
	Index	238