

USE OF THE PROGRAMME PERVOLOGO IN THE INFANT STUDENTS'PROJECT WORK WHILE TEACHING THEM ELEMENTS OF GEOMETRY

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Any computing programme will do to put into practice projects which take place at the primary school when pupils are taught Geometry. The most suitable one from all points of view is PervoLogo. This programme comprises a wide range of opportunities for children to do interesting tasks in which they can model various objects and processes of the surrounding world.

The main teaching ideas of using Logo as well as the first various Logo systems were worked out by Professor Seymour Papert. His aim was to create a programme for children where they can learn to work on a computer using means of mathematics. Children communicate with Wise Turtle who has such characteristics as position in space, direction and ability to understand words of command which enable children to study Geometry [1].

According to S. Papert Logo is an ideal computing programme for children to study such basic mathematical terms as an angle, polygon, variable quantity, etc[1].

Within the project “Polygons” children may be given the task to arrange the information they have collected in the form of an album using various opportunities of the programme PervoLogo:

- to draw a polygon with the help of tools of a script editor;
- to collect amusing material such as puzzles, sums, etc in the text editor;
- to place photos or video clips showing where in the surrounding world polygons are met;
- to make commands for Wise Turtle to draw regular polygons (fig. 1) and different combinations out of them (fig. 2).

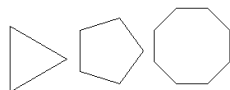


Fig. 1



Fig. 2

Thus, creating albums within the programme PervoLogo students can comprise in their works text, script, sounds, video and multiplication.

References.

1. Papert S. Mindstorms. Children, Computers and Powerful Ideas. Second Edition. – NY: "BasicBooks", 1993. 230 pages.