

# Table of Contents

<b>About the Authors and this Version of Kinderlogo.....</b>	<b>iv</b>
Two Generations of Kinderlogo Learners .....	iv
<b>INTRODUCTION.....</b>	<b>1</b>
<b>GETTING STARTED WITH KINDERLOGO .....</b>	<b>3</b>
Installing Kinderlogo.....	3
Save Folder.....	5
Starting Kinderlogo .....	5
Ending a Kinderlogo Activity .....	5
Changing the Screen Resolution.....	6
Changing the Window Size.....	6
Changing the Kinderlogo Folder Pictures.....	6
Summary .....	7
<b>CHAPTER 0: LAYING THE FOUNDATION.....</b>	<b>9</b>
Considering the Young Learner.....	10
Meet the Computer.....	11
The Parts of the Computer.....	12
Looking at the Keyboard .....	13
Beginning with Pattern and Design .....	15
Block Designs.....	15
Graph Paper Art.....	15
Moving On.....	16
<b>CHAPTER 1: MEET THE TURTLE.....</b>	<b>17</b>
The Logo Turtle.....	19
About the Level 1 Commands.....	20
Commands for the Children.....	20
Tool Commands.....	22
Exploring Kinderlogo – Level 1 .....	24
Children at the Computer.....	24
The Exploration Stage .....	25
Playing Turtle .....	30
Introducing Bee-Bot.....	31
Learning Activities at the Computer.....	32
Patterns.....	32
Letters .....	32
Design Ideas.....	32
Kinderlogo Activities.....	32
BALLOON .....	33
MAZES.....	33
TURTLE DANCE.....	35
“Turtle Fun” Dice Game .....	36

Teaching Tips for the Computer Lab .....	36
Food for Thought... ..	40
Moving on.....	40
Command Patterns.....	41
Picture Patterns .....	42
Design Ideas.....	43
Letter A.....	44
Letter W.....	45
Kindergarten Alphabet .....	46
<b>CHAPTER 2: PATTERNS AND DESIGNS .....</b>	<b>49</b>
About the Level 2 Commands.....	51
Introducing Opposites.....	52
Thinking About Pattern and Design .....	53
Learning Activities at the Computer.....	54
Exploring Level 2 .....	54
Patterns.....	56
Design Ideas.....	56
“Turtle Fun” Dice Game .....	56
BACK MAZE .....	57
STAR CAGE .....	57
BEADS.....	58
Exploring Patterns .....	60
Food for Thought... ..	61
Moving On.....	61
Beginning Command Patterns.....	62
Beginning Picture Patterns .....	63
Advanced Command Patterns.....	64
Advanced Picture Patterns .....	65
Designs Ideas.....	66
<b>CHAPTER 3: TURTLE MAGIC.....</b>	<b>67</b>
About the Level 3 Commands.....	69
Learning Activities at the Computer.....	70
Exploring Level 3 .....	70
Patterns.....	70
Design Ideas.....	70
“Turtle Fun” Dice Game .....	71
TARGET .....	71
TIC-TAC-TOE .....	72
TURNS.....	73
Food for Thought... ..	74
Moving On.....	74
Command Patterns.....	75
Picture Patterns .....	76
Design Ideas.....	77

<b>CHAPTER 4: COLOR!</b> .....	<b>79</b>
About the Level 4 Commands.....	81
Learning Activities at the Computer.....	82
Exploring Level 4 .....	82
Patterns.....	82
Design Ideas.....	83
LETTER TRACE .....	86
KITE .....	87
COLOR GRID .....	88
MIRROR.....	90
SYMMETRY.....	91
Food for Thought... ..	92
Moving On.....	92
Command Patterns .....	94
Picture Patterns .....	95
Design Ideas.....	96
<b>CHAPTER 5: THE TOTAL TURTLE .....</b>	<b>97</b>
About Programming .....	99
About the Level 5 Commands.....	101
How to Create and Use Sets of Instructions.....	103
Learning Activities at the Computer.....	107
Exploring Level 5 .....	107
Design Ideas.....	107
Advanced Project .....	107
SIZES.....	109
GUESS .....	111
Food for Thought... ..	112
Parting Thoughts .....	112
Are You Ready for Logo? .....	113
Building Block Design Ideas.....	114
Numbers and Letters Page .....	117
Number and Letter Designs .....	118
SIZES Design Ideas.....	120
<b>Appendix A: Overview of the Kinderlogo Activities .....</b>	<b>121</b>
<b>Appendix B: Glossary of Computer Terms.....</b>	<b>124</b>