

Field Trip # 39

Developed by:

Subject:

Short description:

Educational Level:

Field trip type:

Educational

Outcomes:

Content:

Notes to instructor:

Learning to program with Logo

Keith Lynn

Logo

Students will learn to create simple programs using the Logo programming language.

2nd – 12th Grade

Workshop

Students will be able to:

- Understand how to start a Logo program
- Use Logo to control the “turtle”
- Make the “turtle” move in a path

Each student uses a laptop with the MSWLogo program installed. They will be show how to create a simple program.