Logotacular - about

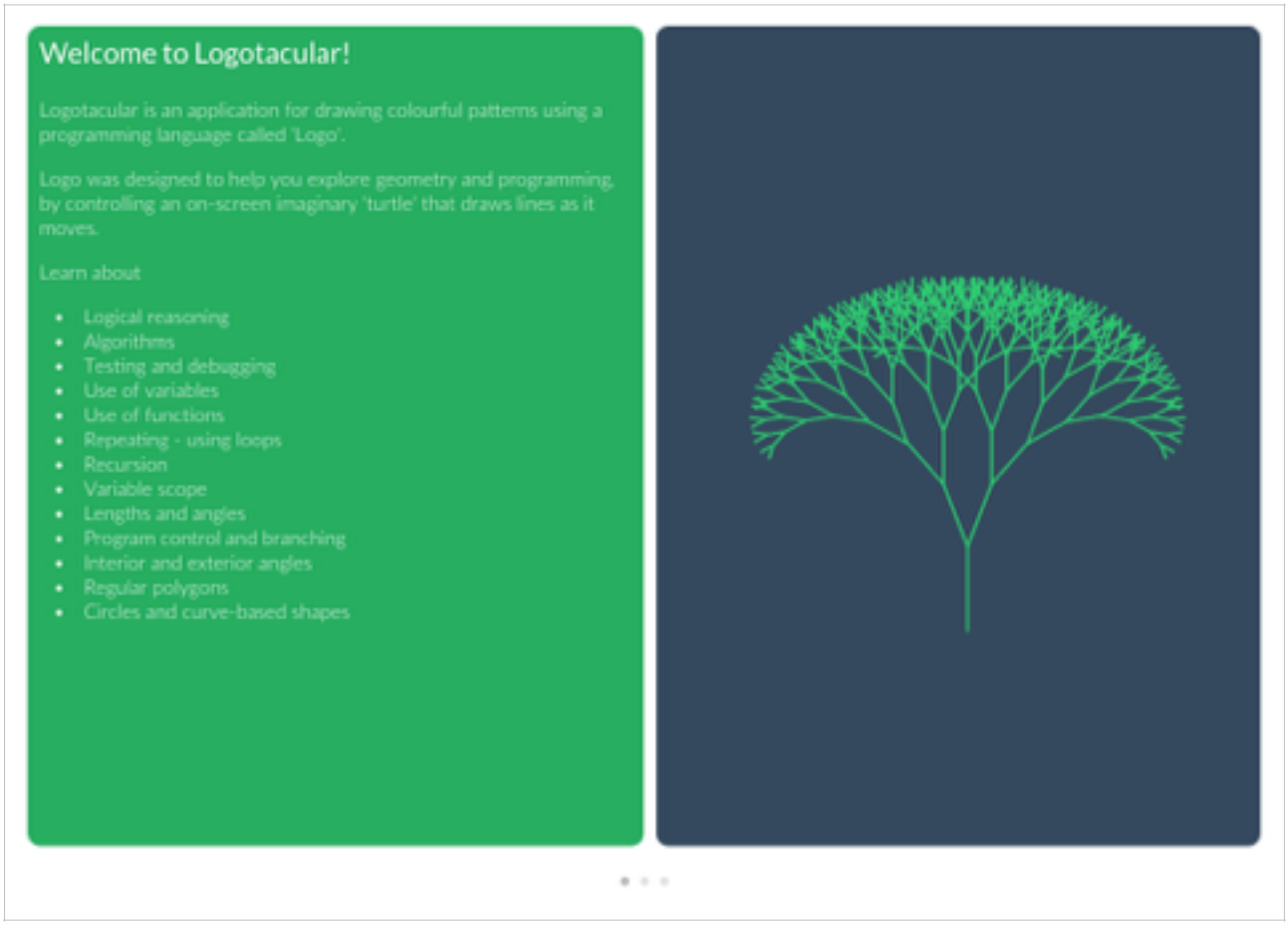
Logotacular is a colourful app to help you learn 'Logo', a programming language designed to assist in learning geometry and programming.

The most basic commands in Logotacular are the 'go forward' command and the 'turn right' command. You use these commands to control a small on-screen 'turtle', which draws a colourful path as it moves. You can change the background colour, line colour and the thickness of the lines drawn, as well as and raising/ lowering the pen.

Loops can be programmed by use of the 'repeat' command which tells the turtle to execute a set of commands a specific number of times.

More advanced users can use variables are used to tell the turtle the value assigned to a letter, and functions (or 'procedures') are used to name a set of commands so that you can easily execute them later.

I no longer support or work on the web application version of Logotacular since the iPad app has gained more traction. The screenshots below are taken from the iPad app, but I keep the legacy web application in case anyone wants to use it and doesn't have an iPad.



History of Logo

Logo was created in 1967 by Wally Feurzeig and Seymour Papert - researchers at MIT. Their goal was to create an easy to learn application where kids could play with words and the structure of sentences. Later versions of Logo included on screen graphics and the forward and right commands to move an on-screen 'turtle' around the screen, and it became known as Turtle graphics. In 1969, a physical robot was designed which would move across the floor tracing its path with a pen.

Seymour Papert pioneered its use in school classrooms as an educational system in the early 1970's, saying:

"In many schools today, the phrase 'Computer-Aided Instruction' means making the computer teach the child... In my vision the child programs the computer and, in so doing, both acquires a sense of mastery over a piece of the most modern and powerful technology and establishes an intimate contact with some of the deepest ideas from science, from mathematics, and from the art of intellectual model building..."

"...Traditional education codifies what it thinks citizens need to know and sets out to feed children this 'fish'. Constructionism is built on the assumption that children will do best by finding ('fishing') for themselves... the Turtle is like a person: 'I am here and I am facing north...' And from these similarities comes the Turtle's special ability to serve as a representative of formal mathematics"

Privacy policy and contact information

- Logotacular has no form of log-in and collects no personal information from any users.

For suggestions, improvements, to report bugs or to let me know how you used the app in the classroom or as a student, do drop me a message at john.grindall@gmail.com, or use the twitter hashtag #logotacular.