

Curriculum Units by Fellows of the Yale-New Haven Teachers Institute 1981 Volume VI: Computing

Looking into the Connecticut Daily Numbers

Curriculum Unit 81.06.08 by Anthony P. Solli

Teaching level

For elementary school teachers, grades 4 6, and teachers, grades 7 and 8. Individual students or small groups may follow the curriculum independently. The unit may also be used as a motivational or summary part of a prealgebra or algebra course with BASIC programming. This curriculum will teach the importance of developing logical thought processes and of intelligent approaches to problemsolving techniques. One of the outstanding "side effects" of computer literacy is related to the very nature of programming. Computer programming requires that a detailed set of stepbystep instructions be given to the computer. Omission of a step, illogical order, or an incorrect step will result in either incorrect operation of the program, or in the program refusing to run to completion. A student who learns programming will learn quickly the importance and methods of organizing his thoughts and actions.

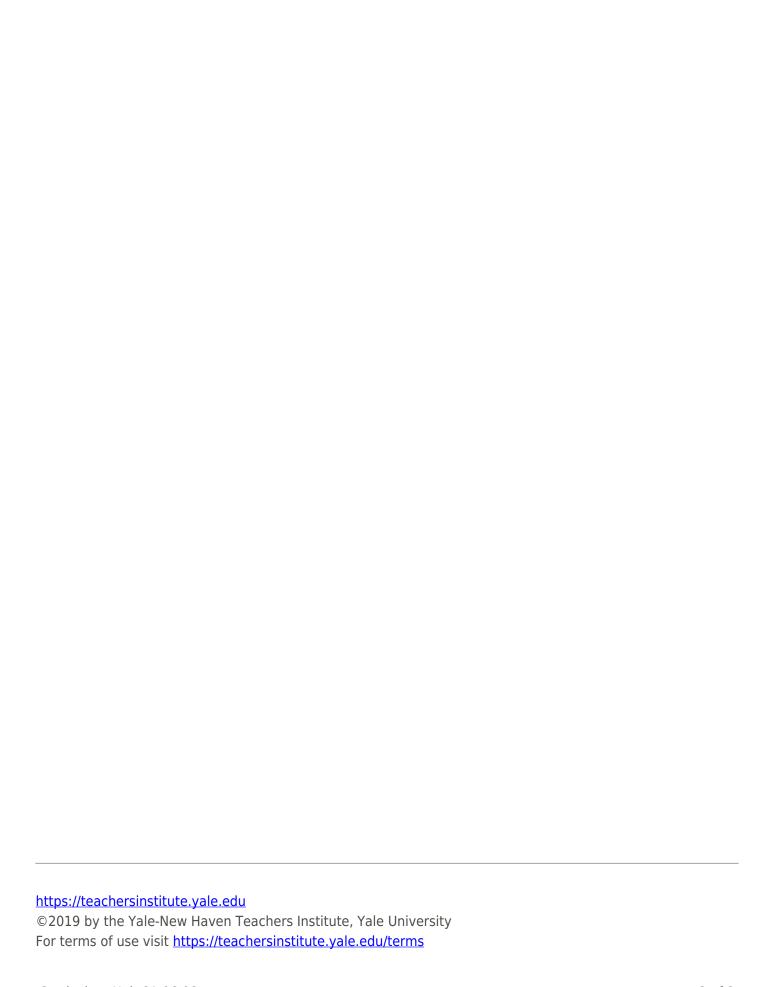
The length of time needed to teach this unit could be two or three weeks, depending on the amount of time you would spend teaching or reviewing the language of BASIC with your class.

Prerequisite

Students should have at least a working knowledge of the computer language called BASIC, a quaint little language used by humans to tell computers what they are supposed to do. The word "BASIC" is an acronym for "Beginners Allpurpose Symbolic Instruction Code." BASIC (which should always be written in capital letters) was invented by Kemeny and Kurtz at Dartmouth College in 1963.

For a beginning class in BASIC, the reader is referred to other units in this volume. In particular, the units of Joyce Bryant and Lauretta Fox.

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