

The Kid Computer

Sally & Penny Utterback

Christmas 2025

Contents

1	Welcome	1
2	The Menu	2
3	The Turtle (Logo): Telling the Computer to Draw	3
3.1	Square	3
3.2	Triangle	4
3.3	Spiral	4
3.4	Star	4
3.5	Flower	4
3.6	Useful Commands	4
4	BASIC: Telling the Computer What to Do	5
4.1	Useful Commands	5
4.2	Growing Stars	5
4.3	Letter Rain	6
4.4	Bouncing Word	6
4.5	Number Explosion	7
4.6	Checkerboard	7
4.7	Name Shout	7

1 Welcome

```

10 CLS
20 INPUT "WHAT IS YOUR NAME"; N$
30 FOR I = 1 TO 10
40 PRINT N$#
50 NEXT I
60 END
70 PRINT "THIS IS A COMPUTER FOR DOING A FEW THINGS CAREFULLY."
80 PRINT "YOU CAN MAKE PICTURES. YOU CAN MOVE A TURTLE. YOU CAN TYPE
90 PRINT "SMALL PROGRAMS."

```

When you are done with something, you can always come back.

Try:

```

10CLS
20INPUT "WHAT IS YOUR NAME"; N$
30FOR I = 1 TO 10
40PRINT N$#
50NEXT I
60END
70PRINT "THIS IS A COMPUTER FOR DOING A FEW THINGS CAREFULLY."
80PRINT "YOU CAN MAKE PICTURES. YOU CAN MOVE A TURTLE. YOU CAN TYPE
90PRINT "SMALL PROGRAMS."

```

- printing something else
- changing how many times it prints

2 The Menu

When the computer turns on, you see the menu.

The menu lets you choose what to do.

Use the arrow keys to pick what you want. Press Enter to start it.

To leave and go back to the menu, hold down Ctrl and Alt, then press Backspace.

4.5 Number Explosion

Numbers fill the screen.

```
10 CLS
20 FOR I = 1 TO 10
30 PRINT I; I; I; I; I
40 NEXT I
50 END
```

Try:

- printing more numbers
- changing I to I * I

4.6 Checkerboard

This makes a pattern.

```
10 CLS
20 FOR R = 1 TO 10
30 PRINT "* * * * * "
40 PRINT " * * * * * "
50 NEXT R
60 END
```

Try:

- changing the symbols
- adding more rows

4.7 Name Shout

The computer asks your name!

3.2 Triangle

```
REPEAT 3 [FD 100 RT 120]
```

3.3 Spiral

```
REPEAT 36 [FD 10 RT 10]
```

Try:

- changing the numbers
- making it repeat more times

3.4 Star

```
REPEAT 5 [FD 100 RT 144]
```

3.5 Flower

```
REPEAT 8 [REPEAT 4 [FD 50 RT 90] RT 45]
```

3.6 Useful Commands

- CS — clear the screen
- HOME — send the turtle back to the middle
- PU — pen up (move without drawing)
- PD — pen down (draw again)

4 BASIC: Telling the Computer What to Do

You can do Daddy's job! This computer can run small programs.

Programs are made from lines with numbers.

You type the lines. Then you type:

RUN

4.1 Useful Commands

- RUN — makes the program go
- LIST — shows what you typed
- NEW — erase and start over
- CLS — clear the screen

If the screen fills up or will not stop, press **Ctrl + C**.

4.2 Growing Stars

This makes stars grow down the screen.

```
10 CLS
20 FOR I = 1 TO 20
30 PRINT STRING$(I, "*")
40 NEXT I
50 END
```

Try changing: