

Constructivist Scavenger Hunt

DIRECTIONS: *Read each question below. Each question includes a link to a Web site(s) where you can find the answer. (You might need to surf the site a bit to find the answer) Write the answer on the line. You can also open this online, save it to a file, add answers (edit the file), and save.*

Visit the following sites:

(Wikipedia Logo -programming language)

http://en.wikipedia.org/wiki/Logo_programming_language

1. What is Logo programming language?

2. How is Logo language not considered just for “kids”?

(LOGO spoken here-Microworlds site):

<http://www.cattanach.org/microworlds/index.html>

(Logo for all)

<http://www.thehunters.org/logo/>

3. What does LCSi stand for? _____

4. What does Logo stand for or mean? _____

5. Who is and what significant contributions did Seymour Papert make?

6. What’s the relationship between LOGO and Microworld?

Visit the following sites:

- NCREL-North Central Regional Educational Laboratory, constructivist teaching and learning models
 - <http://www.ncrel.org/sdrs/areas/issues/envrnmnt/drugfree/sa3const.htm>
- Constructivist Learning Theory, Institute for Inquiry
 - <http://www.exploratorium.edu/IFI/resources/constructivistlearning.html>

7. What does constructivist learning mean? What do you think constructivist teaching means? (speak in general terms)

8. What are some guiding principles of constructivist thinking that we must keep in mind when we consider our role as students? (just skim and summarize a few points)