Code to Learn

Artemis Papert

Brian Silverman

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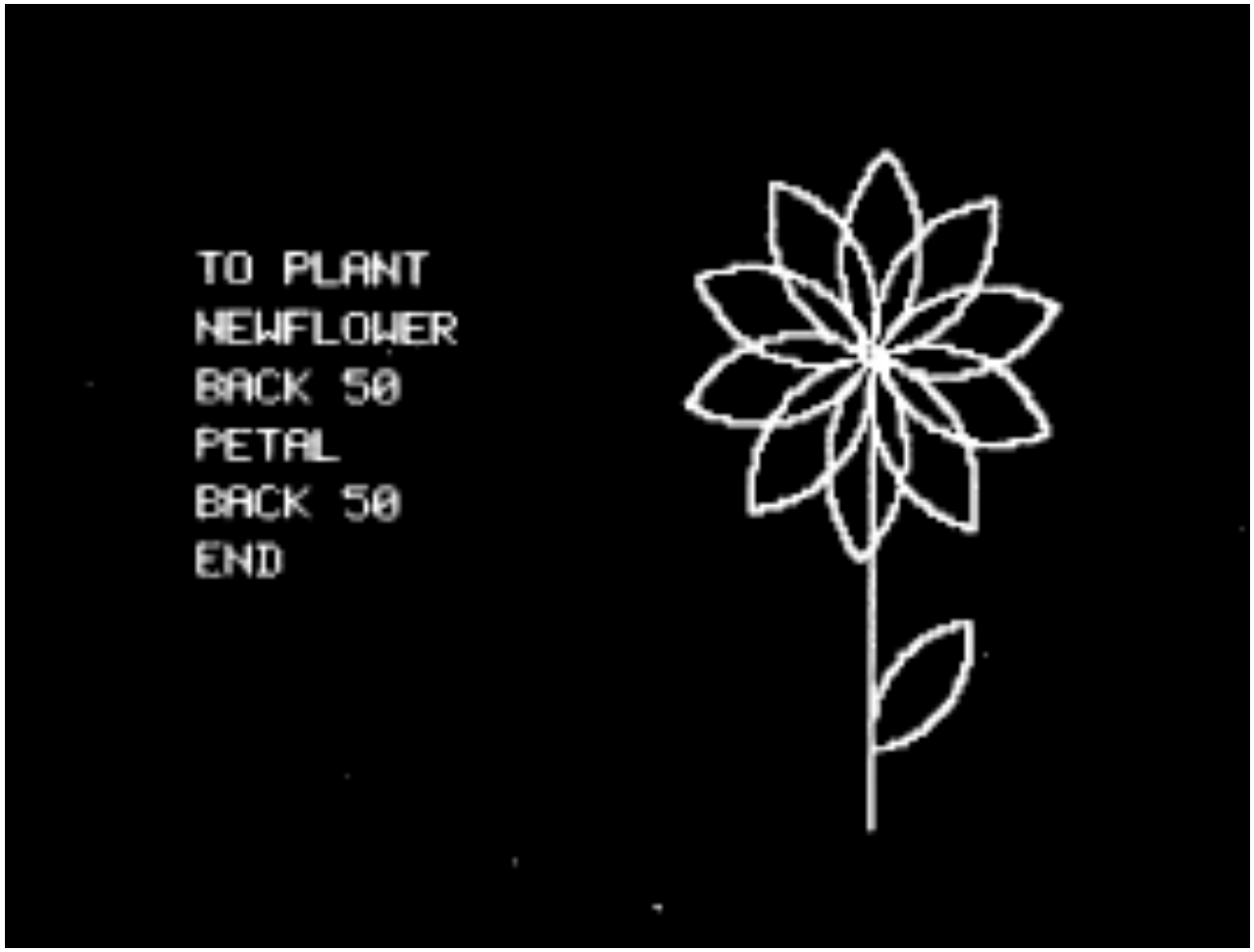
Coding is the new thing...

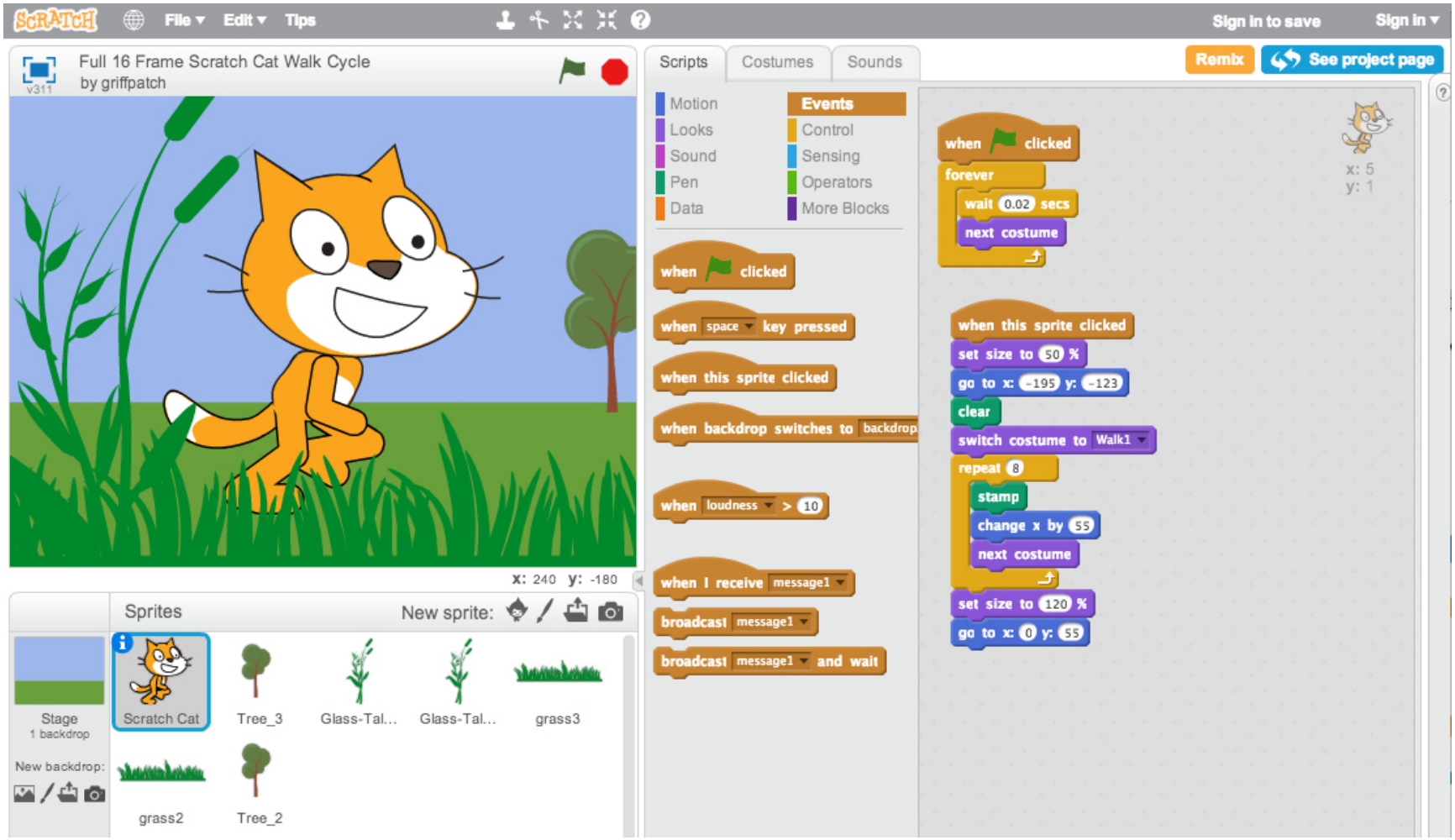
Coding is the new thing...

Only it’s not new

40 years ago there was Logo

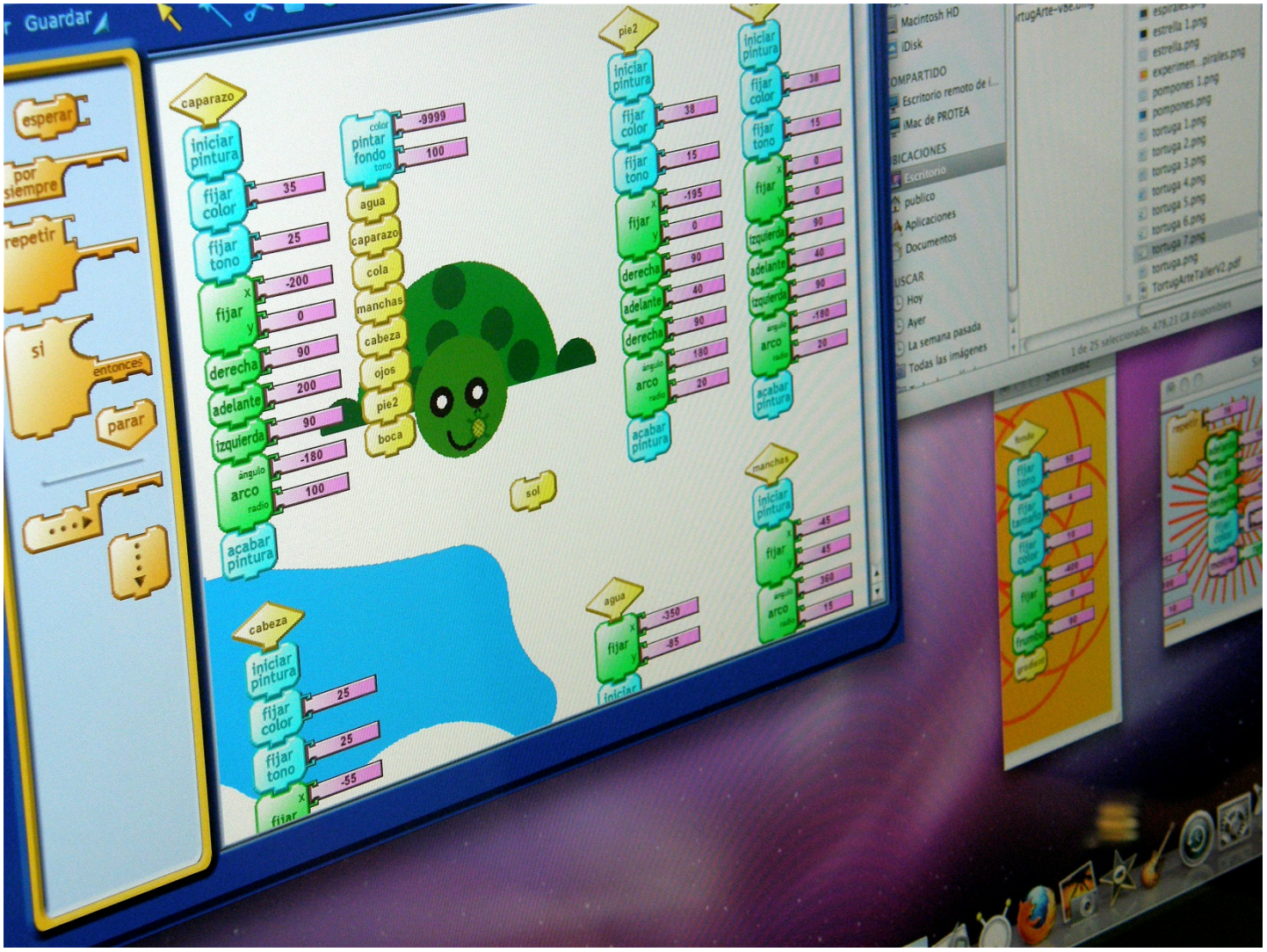

TO PLANT
NEWFLOWER
BACK 50
PETAL
BACK 50
END

Now there is Scratch



And ScrtachJr

And TurtleArt

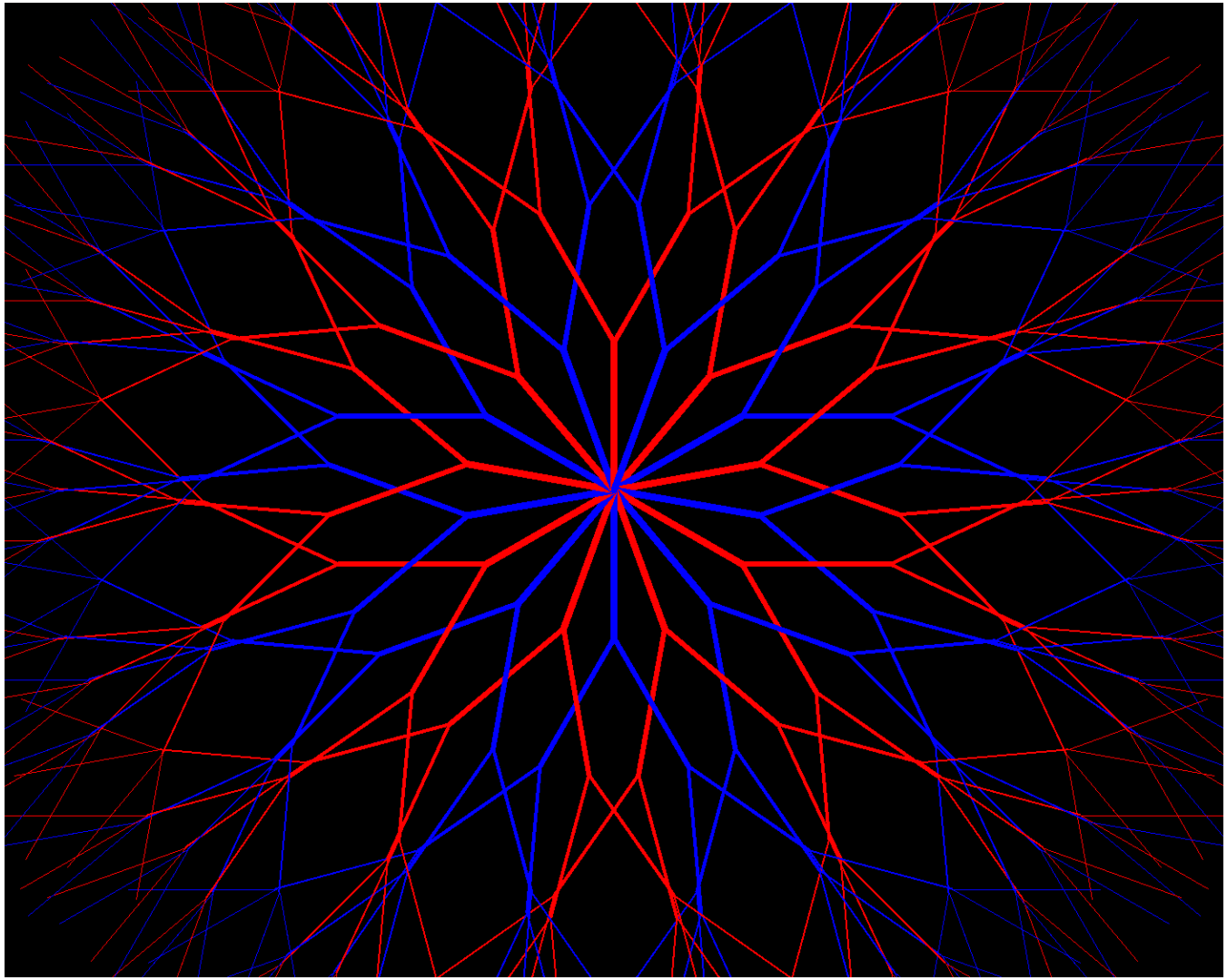


Everyone is talking about learning to code.

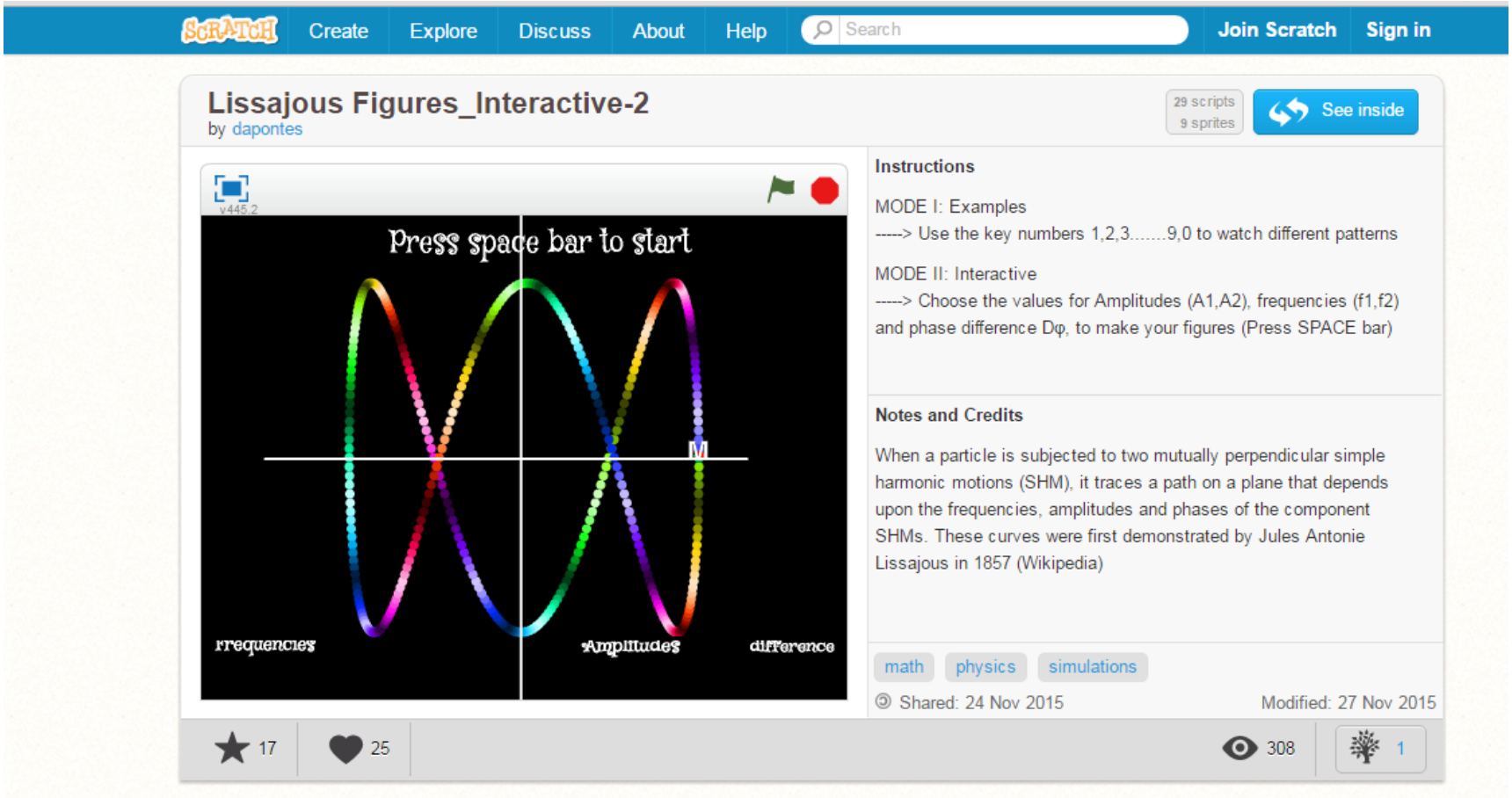
Everyone is talking about learning to code.

Let’s also talk about coding to learn.

Math



Science


Create
Explore
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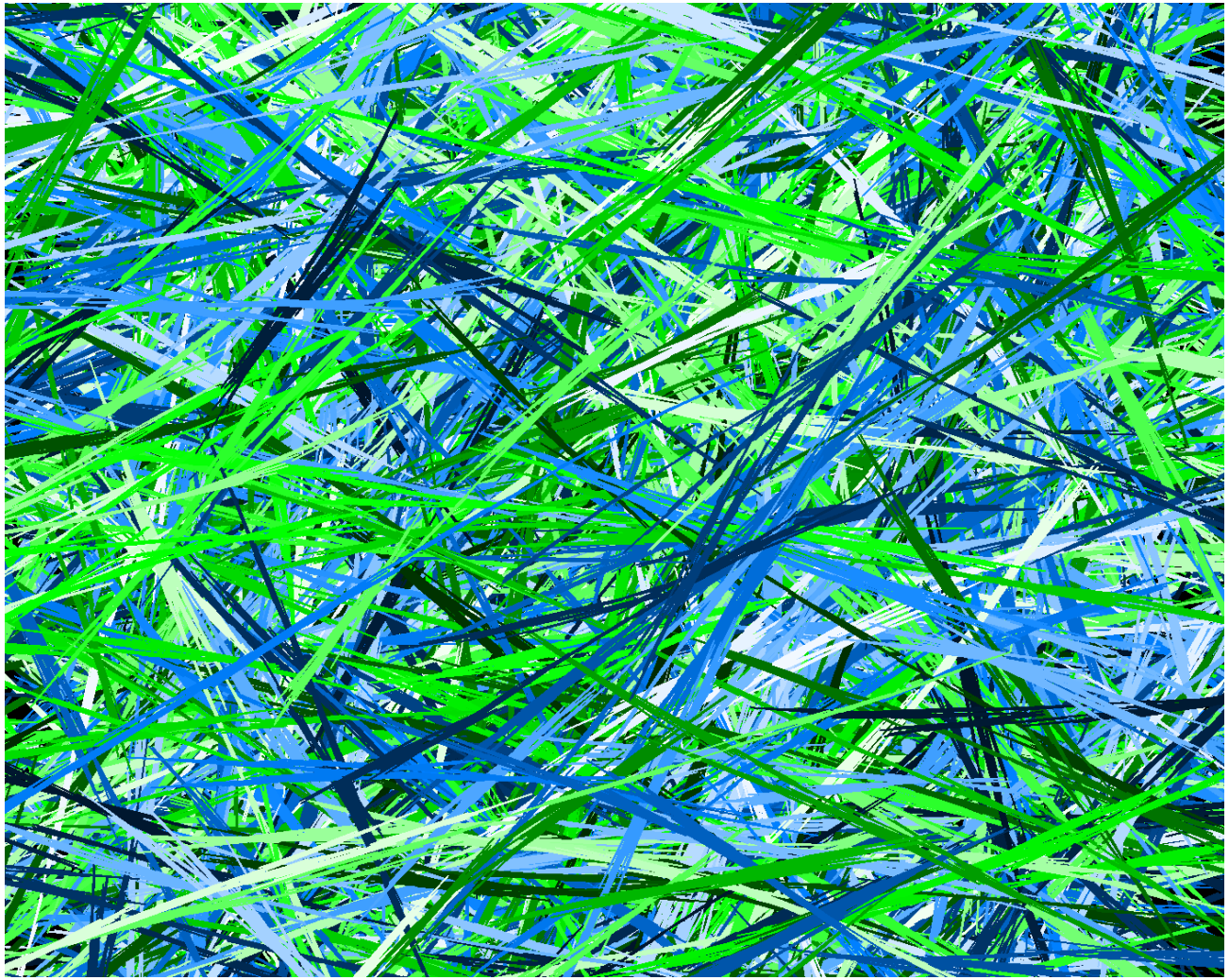
Lissajous Figures_Interactive-2
by dapontes
29 scripts
9 sprites
See inside
v445.2
Press space bar to start
frequencies
Amplitudes
difference
Instructions
MODE I: Examples
-----> Use the key numbers 1,2,3.....9,0 to watch different patterns
MODE II: Interactive
-----> Choose the values for Amplitudes (A1,A2), frequencies (f1,f2) and phase difference Dφ, to make your figures (Press SPACE bar)
Notes and Credits
When a particle is subjected to two mutually perpendicular simple harmonic motions (SHM), it traces a path on a plane that depends upon the frequencies, amplitudes and phases of the component SHMs. These curves were first demonstrated by Jules Antonie Lissajous in 1857 (Wikipedia)
math
physics
simulations
Shared: 24 Nov 2015
Modified: 27 Nov 2015
17
25
308
1

Art



For more information:

http://scratch.mit.edu

http://www.scratchjr.org

http://www.turtleart.org

http://logothings.wikispaces.com

http://www.playfulinvention.com