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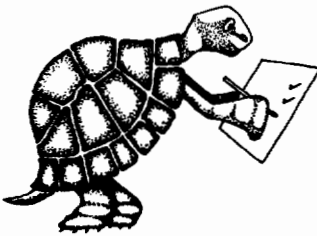
Notes

- 1 The Visual Almanac is available from Optical Data Corporation, 30 Technology Drive, Warren, NJ 07059. It comes with the videodisc, HyperCard stacks on disk and on a CD-ROM, a manual, and a cable to connect the player to the computer.
- 2 *LogoWriter Hypertext*, by Michael Tempel and Eadie Adamson, can be obtained from Logo Computer Systems (1-800-321-5646).

Eadie Adamson is a member of The New Laboratory for Teaching and Learning at The Dalton School. The New Lab is dedicated to developing innovative uses of technology in education. Eadie works primarily with students in grades four through eight, using *LogoWriter*, *LogoExpress*, and *LEGO TC logo*. She also works with math and language classes using *LogoWriter*.

Eadie Adamson
The Dalton School
108 East 89th Street
New York, NY 10128
(212) 722-5160

E-mail: LCSJ LogoExpress BBS, New York and
Montreal: EadieA
CompuServe: 73330,3266



The Turtle was chosen for a convergence of several reasons:

1. We needed something with which one could identify, so an animal seemed the best choice, although we considered all manner of vehicles
2. We thought animals that were slow and deliberate would be best—no hares, grasshoppers, birds, etc.
3. We wanted something pleasant and not scary

There aren't many animals that qualify up to this point, but there is another factor.

4. In early work on cybernetics, a British neurologist named Grey Walter had made an artificial

Why a Turtle?

Thoughts from Seymour

animal that caused a stir in the 1950s by finding its way around, plugging itself into an electric socket when its batteries were low, etc. He called his construction a Tortoise.

So the Turtle honored and continued Grey Walter's contribution. It was a step forward in that his was not programmable—it just did what it did by instinct (so to speak)—and of course his was not made with an educational intent.

One German translator of Logo maintained that children there hated turtles and decided to make it a hedgehog. I found it hard to believe. But I think that children's liking for turtles is confirmed by experience, including the Ninjas.

Thanks, Seymour!

