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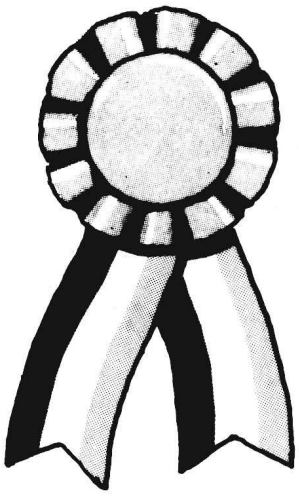
Louise Appell

The Winning Programs



A SPECTRUM BOOK

Prentice-Hall, Inc.
Englewood Cliffs, New Jersey 07632

Library of Congress Cataloging in Publication Data

Appell, Louise.
The winning programs.

Includes index.
1. Apple computer—Programming—Competitions.
2. Apple computer—Societies, etc. I. Title.
QA76.8A66A67 1984 001.64'2 84-18025
ISBN 0-13-961368-4
ISBN 0-13-961350-1 (pbk.)

This book is available at a special discount when ordered in bulk quantities. Contact Prentice-Hall, Inc., General Publishing Division, Special Sales, Englewood Cliffs, N.J. 07632.

10 9 8 7 6 5 4 3 2 1

ISBN 0-13-961350-1 {PBK.}

ISBN 0-13-961368-4

Prentice-Hall International, Inc., *London*
Prentice-Hall of Australia Pty. Limited, *Sydney*
Prentice-Hall Canada Inc., *Toronto*
Prentice-Hall of India Private Limited, *New Delhi*
Prentice-Hall of Japan, Inc., *Tokyo*
Prentice-Hall of Southeast Asia Pte. Ltd., *Singapore*
Whitehall Books Limited, *Wellington, New Zealand*
Editora Prentice-Hall do Brasil Ltda., *Rio de Janeiro*

Series Dedication

To those individuals,
more than 300,000 in number,
who already belong to the
Apple Computer Clubs
and already enjoy
the excitement of computing
and to all those
students, teachers and parents
who are about to explore
this new technology.

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Typography: *dnh typesetting, inc.*

Acknowledgments

I would like to thank the following talented people for bringing their dedication and support to the Apple Computer Clubs' Book Series. Victoria Blaine for her insight and artistic direction, Chris Van Dusen for his illustrations, Judi Bezler, John Marvelle and Vidar Jorgensen for their suggestions and contributions, and Christine MacLean for keeping track of us all. Special thanks to Betsy Basch and Amy Chizen for their long hours at the keyboard and to research assistants Greg Benson, Mollie Fromstein, and Chuck O'Boyle. And for their talents and perseverance, my appreciation to Terse Stamos and Donna Drews. My thanks to all those at Apple Computer, Inc. for their support and encouragement. Finally, a very sincere thank you to the advisors and members of the Apple Computer Clubs who continually provide stimulating ideas and challenges and faithfully share their enthusiasm and discoveries.

—R.J. Casabonne

Foreword

The Official Apple Computer Clubs' Book Series

Launched in the fall of 1983, the Apple Computer Clubs' program was designed to recognize the expertise and enthusiasm of students, teachers and parents involved in educational computing. This book series is designed to serve as a resource for those club members. Each book focuses on a particular area of interest.

Computer Publishing Services, Inc., the organization responsible for the management of the Apple Computer Clubs' program, hopes that these books offer you the information you require. They provide the insignt to reappraise your club's direction and allow you to customize it and make it more pertinent to your needs. Additionally, they provide each individual computer user with practical suggestions for personal growth and encouragement and stimulation to extract that excellence which is part of us all.

The first three books in the series are:

The Apple Computer Clubs' Activities Handbook by Samuel Miller and Michael Caley is a resource for every student, advisor, and adult who works with young people. The authors have divided their book into specific areas of interest and challenge to the Apple user. The chapters are devoted to Apple graphics, Logo, Using the Computer to Generate Music, and other stimulating subjects. Within each chapter, Notes to the Advisor, Suggested Activities, and References to other resources are included. This book is valuable for the beginner or the continuing user of Apple computers.

Merle Marsh's book, *Apple Computer Clubs' Parent's Guide,* is

unique from a number of perspectives. It was written by a woman who is a parent, a teacher, a curriculum director, and an advisor to an Apple Computer Club. In her role as advisor, Merle entered Competition '84 and was selected as the winner of the Elementary Advisor's division. Her interest in computers, and more important, her interest in the way computers are used by others, and the way she communicates that concern is an exciting element in her book.

Merle Marsh addresses those issues which all parents will face as an inevitable part of the twentieth century. She covers concerns about use patterns, futuristic trends, legalities of certain issues, selection of equipment, and the software to use on it in a way that is understood and enjoyed by those who might not themselves be computer literate when they start reading the book. Merle's sincere and straightforward approach is sure to win over many adults who are beginning to embark on the road toward computer literacy not only for their children, but for themselves as well.

The Winning Programs by Louise Appell is a retelling of the excitement of Apple Computer Clubs' Competition '84. It is the story of the decisions of the winning clubs to compete in the first annual Apple Computer Clubs' Competition, the process of the planning, and the implementation of the programs that were to become the winners. Most important, it is the story of Apple Computer Clubs' members, both students and advisors, in their own search for excellence within themselves that eventually brought them to Washington, D.C., for a week of learning, sharing, and recognition.

The book also looks at those semifinalists who were winners. Almost l00 clubs and individuals from around the country, although they did not make it to Washington, were recognized for their efforts.

Finally, the book asks the questions, "Will you be there next year?" "What will your project be?" Each member of the Clubs' program throughout the world is encouraged to begin planning and executing of new projects for Competition '85.

Dick Casabonne, series editor, is president of Computer Publishing Services, Inc., which manages the Apple Computer Clubs' programs. He works closely with TALMIS, a leading market research firm in educational computing. He also publishes TEENAGE, a student-researched and -written general-purpose magazine. A former teacher and

librarian, Mr. Casabonne has worked with children and computers since 1967. He earned his undergraduate degree from Brown University and his Masters in Education degree in Instructional Technology from Boston University.

The Winning Programs is written by Louise Appell.

Louise Appell, Ph.D., University of Kentucky, spent 28 years as a teacher and administrator of programs which focused on arts for the handicapped. She has been a consultant at Louise Appell Consulting Services, and is now an associate a Macro Systems, Inc. Currently, she is directing a SEP-funded project to adapt instructional materials to the needs of mildly handicapped senior high school students integrated into regular social studies classes. Materials being developed include computer software for student's use and for teacher record keeping. The author of many articles on special education, Dr. Appell is a member of the American Association for Supervision of Curriculum Development among other professional organizations.

Contents

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Introduction

This is a story that has its beginnings when youngsters began to get together with computers, which really isn't very long ago. The first computers in schools were terminals connected to mainframes, and they were *Off Limits* to students because they were very, very expensive and delicate. Mostly they were used for scheduling and record keeping.

It wasn't until personal, affordable, portable microcomputers became available that computers began to appear in the classroom. Interested teachers began to experiment with using them as an educational tool. Interested students began to ask questions and explore this new

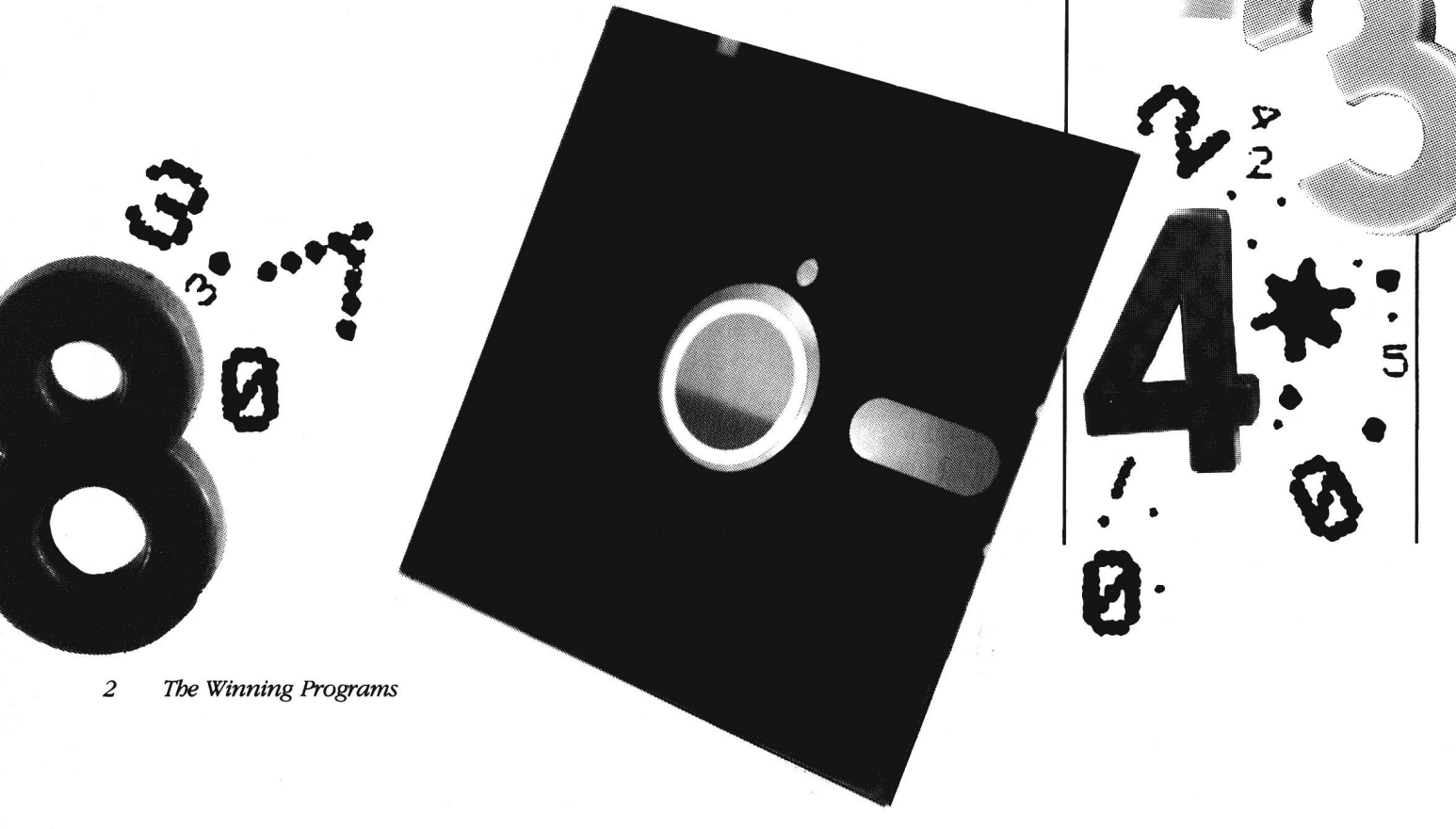
phenomenon. Some of you may not even know when or how the first computers got to your school, but it certainly wasn't an event that happened suddenly. The early acceptance of the computer as a classroom tool was slow indeed! Lots of people were very skeptical, even scornful. Plenty of people thought they would be a nuisance–maybe even *dangerous*. Some people still do. (Never mind, that's what they said about movies, telephones, and television!)

More schools have Apple computers than any other kind of microcomputer. It's not too surprising when you consider that Apple has been especially interested in the educational uses of the computer and has done a lot to encourage educators to figure out the best ways to use it to advantage in the classroom. With quality educational software and publications especially designed to offer advice and suggestions, the numbers of Apple users keep growing. In California, Apple has donated more than 9000 personal computers to elementary and secondary schools through its program called "Kids Can't Wait."

Another program that Apple has recently undertaken is support of the development of Apple Computer Clubs for students in schools throughout the world. When organizing kits were made available in June 1983, nobody knew how much interest would be created. There were a few computer clubs in schools scattered around the country, and they seemed to be involved in interesting activities, but it was

Henry Stafford was 10 years old in 1846, and people came from miles around to watch him do fantastic calculations in his head. "How much is 365, 365, 365, 365, 365, 365 by 365, 365, 365, 365, 365, 365, Henry?" In about a minute, he would give the answer.

133,491,850,208,566,
925,016,658,299,941,
583,225



unknown territory. The press and television talk shows–even comic strips–had told about some youths who had gotten into a lot of trouble using computers to play dangerous games that can be illegal or even destructive. Could young people be just as enthusiastic about community services, helping others, exploring the potential for worthy uses of the computer?

The response to the invitation to organize Apple Computer Clubs was amazing! Over 25,000 schools from all 50 states and 15 countries wrote to the clubs' headquarters in Lowell, Massachusetts. A lot of students are really fascinated by computers, and a lot of adults are eager to help them channel their interest and their energy in productive ways.

The word *calculate* is based on the Latin word for a small pebble, probably because people used to do their addition and subtraction in ancient times by using pebbles. In fact, arranging the pebbles in columns and rearranging them to do mathematical tasks was probably the origin of this first true calculator, the abacus.

When Apple announced its sponsorship of the clubs, it also challenged students to a competition for prizes that included Apple IIe Starter System packages, cash, and five days for the finalists' competition in Washington, D.C. Any project that made use of a microcomputer could be an entry in the competition. Elementary and secondary clubs would compete in separate categories. Entries were also invited from individuals who wanted to submit a project that used a microcomputer to serve the school or the community. Again, separate categories were established for elementary and secondary students, and both club and nonclub members were eligible. The deadline was at first announced as March 1, 1984. It was later extended to April 16 to allow international clubs more time to submit their entries. Hundreds of computer-club members across the country sighed in relief.

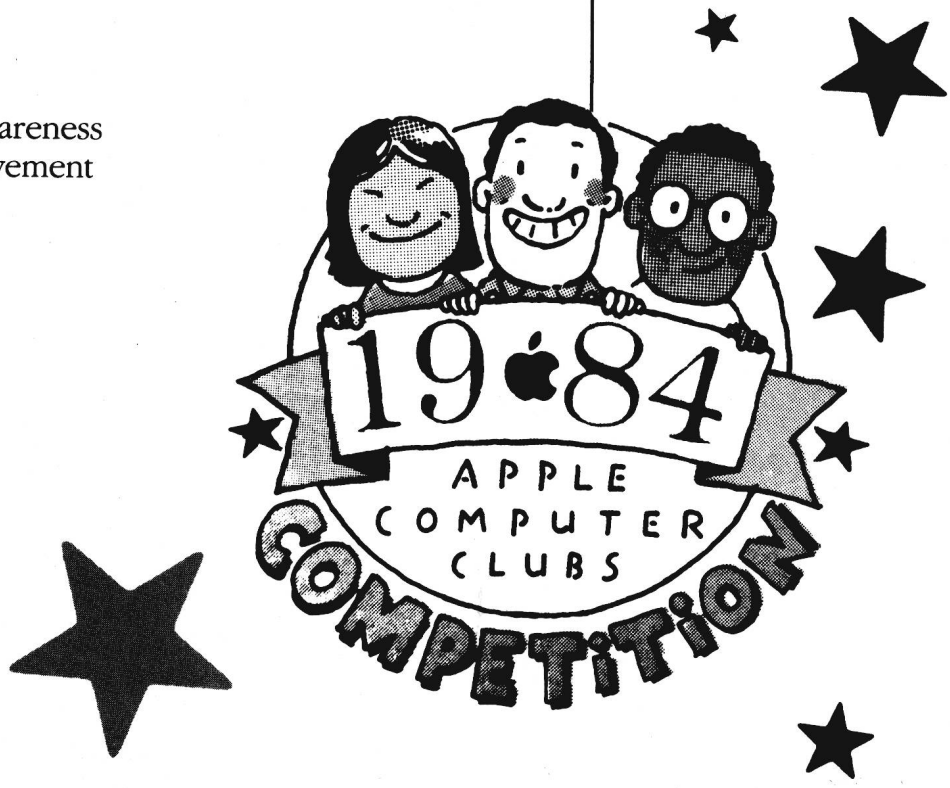
In response to letters and phone calls, a category of competition was created especially for advisors–to honor and reward their work in using the computer for educational purposes.

By deadline date, the staff at Apple Computer Clubs was buried up to their keyboards in scrapbooks, disks, posters, and paper. Sorting through all of it was exciting! The ideas, the creativity, the hard work, and the devotion that had gone into preparing the entries were awesome!

Entries were judged using the following measures of excellence:

- √ Creativity
- √ Originality
- √ Organization
- √ Community Awareness
- √ Students' Involvement
- √ Applicability

Leaf through this book, and you'll see the thrill of triumph, the fund of new experiences, and the joy of new friends that they found. Study the winning projects and try them on your own. Next year it could be you.



Students' Involvement/Applicability

Picking the finalists in each category was a monumental task, but on April 30, 1984 the staff at Apple Computer Clubs began sending out the letters to the semifinalists, who each received $100. Letters were also sent to the special people who were chosen as finalists. They would compete for the top prizes while on an all-expense-paid, five-day trip to showcase their submissions and to tour Washington, D.C. They were notified to get ready for a marvelous, memorable experience.

Some difficult choices had to be made. The contest rules specified that only four students could represent a club in Washington. At one school the four were chosen by vote and at another by lot. The principal of one school quickly started raising funds in the community to send all the Apple Computer Club members from his school to Washington. One entry that made it to the finals in the individual category had been the work of two very close friends, and they both came to Washington, even though one had to provide the funds on his own. Some parents came on their own, and a principal, bursting with pride in his school, was there to cheer for his group.

The Apple Computer Clubs Competition Finalists

Elementary Club Finalists

Walnut Elementary R.S.P. Apple Club, Walnut Hills, California

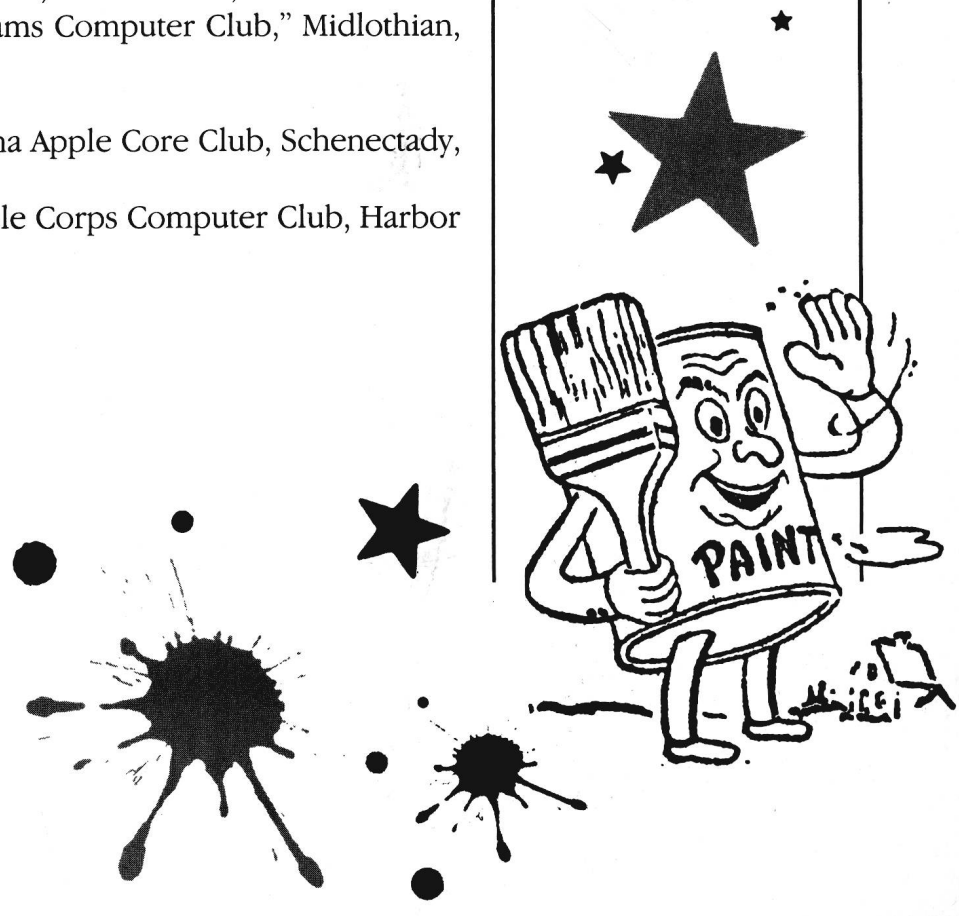
Robious Elementary's "Robious Rams Computer Club," Midlothian, Virginia

Secondary Club Finalists

Iroquois Middle School's Niskayuna Apple Core Club, Schenectady, New York

Harbor Springs High School's Apple Corps Computer Club, Harbor Springs, Michigan

Do you like the color of your room? How would other color combinations look? Use your computer to draw a picture of your room, and then change the colors of the walls, floors, ceiling, even the furniture to see how different combinations would look. You could use a graphics program, or you could write a program yourself!



Elementary Individual Finalists

Jonathan Bagelman, Oak Lane Day School, Blue Bell, Pennsylvania
Sue Chiu, Westwood Elementary School, Casper, Wyoming
Jeffrey D'Urso, Sanborn Elementary School, Andover, Massachusetts
Michael Whitney, Waddles Elementary School, Troy, Michigan

Secondary Individual Finalists

Jeffrey Borke, St. Susanna School, Mason, Ohio
Winston Hait, Cincinnati Country Day School, Cincinnati, Ohio
Tuan Le, Como Park Senior High School, St. Paul, Minnesota
Elizabeth Minor, Southampton Academy, Courtland, Virginia

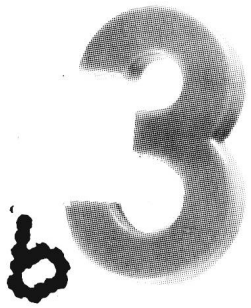
Elementary Advisor Finalists

Merle Marsh, Worcester Country School, Berlin, Maryland
Donna Pepper, Crosswell Elementary School, Sumter, South Carolina

Secondary Advisor Finalists

Joann Jatkowski, Wayland Academy, Beaver Dam, Wisconsin
Catherine Oemcke, Clarke Lane Junior High School, Waterford, Connecticut

It was a special experience for a special group of students. Leaf through this book, and you'll see the thrill of triumph, the fun of new experiences, and the joy of new friends that they found. Study the winning projects and try them on your own. Next year it could be you.



You could use your computer to test for ESP. Use the random number generator to produce 1000 random numbers from 0 to 1. If it's a true random number generator, it should produce numbers that average very close to 0.5. Now have your friends try to influence the results by *thinking* the random numbers higher or lower. Is there any detectable effect? If you find one, it would be an important discovery! What other tests could be done to test ESP using the computer as the judge?