

Any additional comments (including on questions asking for ratings or yes/no answers) are most welcome.

Background Info

Have you used Second Life before?

Have you used Logo and/or Turtle Graphics systems before (e.g. in School on a BBC Micro or Acorn Archimedes)?

Do you have any other programming experience?

Which of the exercises did you complete?

For each of the following commands, a) did you use them, and if so: b) did you find them useful c) did they behave as you expected ?

Left/Right

Up/Down

LRoll/RRoll

Fwd (or Forward)

PenOn/PenOff

Define and End and Call

Undo

Colour

Reset

Show

"rand" as a distance, colour, or angle

Turtles/Logo

Did the task provide a good introduction to the main idea in procedural programming? (i.e. breaking down a complex task like "drawing a cube" into a series of smaller tasks like drawing a side)

Did you find/think drawing 2D shapes was a turtle a good way of achieving this? (i.e. was the graphical/visual/simple nature of the output helpful)

Did you find the system helpful in thinking about 2D geometry (or could it be)?

Was it fun?

If so, did that make you more motivated/interested to learn more?

3D

Did the extension to 3D shapes help understanding of procedural programming?

Did you find drawing 3D shapes helpful in improving your spatial thinking/awareness?

Did you find drawing 3D shapes helpful in thinking about geometry?

Did the use of a 3d environment make it easier to understand/view the 2d shapes (e.g. because you can rotate the view)?

Did it make it more fun than 2D? If so, did this increase interest/motivation?

On using Second Life

Rate each of the following aspects of Second Life (or our turtle), and how they impacted on using the turtle

(1 = bad/unhelpful through to 10 = good/helpful; 5 is neutral,. leave blank if you didn't use a feature)

The view rotation controls (holding down alt and dragging with the mouse, adding control to adjust the pitch)

The ability to create a second turtle system within SL to try out something else

The presence of an avatar
The use of animation when drawing lines with the turtle
The shiny graphics
You can have multiple users' avatars present and use the turtle together
The use of SL's chat system to control the turtle (rather than a text editor, e.g.)

Was it enjoyable overall?

Would you use it again?

How could it be better?

Do any of the following sound like good enhancements:

- Adding a way to save the drawn shape as a separate object that can be moved around on its own (without the turtle).
- Being able to query the angle between different lines
- {others that I can't recall right now}