

THE ACORN ELECTRON - VIDEO TRAINING CASSETTE

TAPE 1 - AN INTRODUCTION TO THE ELECTRON

HOW IT WORKS AND STARTING TO PROGRAM

An introduction to computer programming the ELECTRON Micro Computer to help you write your own programs.

The tape is in four sessions, each detailed in the synopsis below.

As with the BBC tapes, there are programs on the tape which can be transferred to the cassette player and then loaded into the computer for you to expand, learn and practice.

Synopsis

Introduction to the machine - it's facilities - instruction on each key function - sessions

1st Session

Introduction to writing programs - what is a program - examples - entering - changing program lines - examples

2nd Session

Your first complete program on the Electron - designing - designing a new program - using procedure - examples - using input and processing - examples - output statements - examples - selecting colours - examples - practice session.

3rd Session

Graphics on the Electron - using graphics - examples - co-ordination on the screen - examples - moving and drawing - using the Draw and Move keys - examples - graphic colours - examples - text and graphic windows - examples - practice session.

4th Session

Arrays and Data - Examples - what do these mean - what do they do - setting up a table - examples - using a For Next loop - examples - practice - keeping data in the program - Read and Restore keys - transfer of programs.

MASTER CLASS

Video Cassettes

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BBC MICRO COMPUTER VIDEO TRAINING CASSETTES

THE PRESENTER

DAVID REDCLIFT has worked with computers since 1965 and has been involved in the training of Programmers for the last 12 years. His video based courses on the languages PL/1 and COBOL are now in use all over the world. His reputation in the UK and Europe is first class.

TAPE 1 - AN INTRODUCTION - PRIMARY AND BEGINNERS EDUCATION

The BBC Micro computer can be of great value in the Primary classroom. On this video tape David Redclift illustrates some teaching programs and shows how the teacher can expand programs and evaluates the suitability of acquired programs for the teacher's own needs.

Synopsis

The hardware - individual parts - your keys - use of the keys - break key - saving programs - finding the program - your screen (monitor) - sizes and colours - what to avoid - the numbers of characters on the screen - using colour to draw - the cassette player - values - software - what programs to acquire - using programs for the individual child - small group tuition - classroom tuition - example software program for 5 years of age and upwards - The 'TREE OF KNOWLEDGE' - class activity - software program - 'LOGO' (Graphical) - shape effects - pattern effects - children working themselves - stimulating creative ability - PrimaryClass - reading - writing - arithmetic - software program - NUMBER BALANCE - adding and subtracting -

testing children - adding numbers - children's results - class exercises - software program to transfer to the computer - 100 SQUARE - physical visual aid - 10 x 10 grid - filling in numbers - etc. - software program - SUPERWORDS - spelling - teaching spelling - how to increase words to the program - where to obtain other useful software - telesoftware - MICRONET 800 - Prestel - HOW TO TRANSFER THE PROGRAMS FROM THE VIDEO TAPE TO THE COMPUTER.

SUMMARY:- Introducing your new teaching aid, running through the basics of the parts and uses of the computer and some teaching examples the computer can help you with.

TWO PROGRAMS ON THIS TAPE CAN BE TRANSFERRED TO YOUR COMPUTER TO USE - 100 SQUARE AND SUPERWORDS

TAPE 2 - STARTING TO LEARN BASIC

The skill or art of computer programming is not one that is easily taught. This tape is intended to guide you along the right lines to enable you to write your own programs to meet your needs.

Synopsis

Introduction - so you want to write your own programs - setting you on the right path - designing and writing the programs in Basic - the inside of your machine - writing basic - Line Numbers - list command - list statements - commands - correcting - changes and alterations - practice session - starting work on a complete program - question and answer - program giving calculations - the FOUR basic stages - questions - answers - accept - calculations - show results - the important facility of procedure - writing more of the program - an introduction to page mode - the control key - THE FIRST (YOUR FIRST) COMPLETE WORKING PROGRAM - TRANSFERRING YOUR FIRST PROGRAM FROM THE VIDEO TO THE COMPUTER - 2nd Session - improving your program - improving in basic - colour statements - changing the colour of the text - repeating the program - variables - the DOLLAR sign - strings of characters - numeric value - string value - making the program work in colour - TRANSFER OF THE PROGRAM TO THE COMPUTER FROM THE VIDEO - 3rd session - GRAPHICS - the use of graphics - visual aid - drawing on the computer - procedure - future programs.

SUMMARY:- An introduction to the skill of writing your own programs using BASIC. An explanation, with examples of the language - Basic

and how you are trained to program your own programs into the computer. How to incorporate the use of all colours and how to illustrate by graphics.

THREE PROGRAMS ON THIS TAPE CAN BE TRANSFERRED TO YOUR COMPUTER FROM THE VIDEO TAPE - "A", "B" and "C".

TAPE 3 - FURTHER BASIC

The use of BASIC is continued on this tape expanding the viewer's understanding.

Synopsis

Refresher - more detail on the facilities you can use - different types of variables - numeric - string - six line program - intergar part - processing of the numeric variables - printing numbers - different formats - simple use of AT% - examples - real and intergar - why and how to use them - speed - demonstration program - examples - resident variables - 'DIF' and 'MOD' - examples - A PROGRAM TO TRANSFER FROM VIDEO TO THE COMPUTER - 2nd session - processing string variables - names, address - characters - high score tables - manipulating strings of characters - demonstration program - examples - gaps in the string - entering names - using the information - functions - what Basic provides you with - check the function rules and values - changes - practice session - THE TRANSFER OF THE PROGRAM TO THE COMPUTER FROM THE VIDEO - 3rd session - looking into GRAPHICS - procedure to draw a house - 'HOUSES' example - program - PLOT STATEMENTS - examples - positions on the screen - coding to draw houses in different positions - something more adventurous - SOLID SHAPES - COLOURING IN - changing colours whilst drawing - a colour change - a TRIANGLE FILL - examples - range of plot codes - THE TRANSFER OF THE PROGRAM FROM THE VIDEO TO THE COMPUTER - final session - PRINTING CHARACTERS - defining your own characters - ANIMALS - MEN - describe the character - example - HOW TO DESIGN YOUR CHARACTERS - demonstration - how to program them - program the design - different colours - TRANSFER TO THE COMPUTER - summary of this video tape - TRANSFER TO THE COMPUTER (FINAL TRANSFER).

SUMMARY:- This tape expands your understanding of writing your own programs and using your computer to its full potential.

You are now on the path to mastering the machine.