

additional

COMPUTER CLASSES

The following Spring Quarter classes did NOT appear in the Spring Catalog listing of Junior Museum classes.

Sign up for them NOW at the Palo Alto Recreation Department:

Beginning March 31 or April 1:

CODE	CLASS TITLE	AGE	NO. of WEEKS	DAY	TIME	LOCATION	FEE
600x	Novice BASIC Programming (prerequisite: Intro to BASIC)	adult	3	Wed.	10-12 am	JM	\$30.00
601x	Little People Playshop	6-8 yrs	8	Wed.	3-4 pm	JM	\$30.00
602x	Kids Playshop	9-12 yrs	8	Wed.	4-5 pm	JM	\$30.00
603x	Introduction to BASIC Programming	adult	3	Thurs.	10-12 am	JM	\$30.00
604x	Introduction to BASIC Programming	adult	3	Thurs.	1-3 pm	JM	\$30.00

THIS CLASS HAS BEEN RESCHEDULED FOR AN EARLIER HOUR:

215JM	Computer Comfort	adult	3	Wed.	correct time 1-3 pm time shown in catalog 3-5 pm		
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CLASS DESCRIPTIONS

COMPUTER COMFORT introduces computer technology in a relaxed and informal atmosphere. Learn to be at ease with machines by using personal computers for recreational games and simple data processing. Learn the latest jargon and have your questions answered. Three 2-hour classes.

INTRODUCTION TO BASIC LANGUAGE PROGRAMMING presents programming from the BEGINNING. Class will be paced to suit the needs of participants. We suggest you be "computer comfortable" before signing up for this class, but you will start with "what is a program" and build from there. Curriculum will cover PRINT, INPUT, GOTO, IF...THEN, LET, and perhaps FOR...NEXT statements. (If you have never heard of these, this class is for you!). Three 2-hours classes.

NOVICE BASIC PROGRAMMING is a continuation of the INTRO class described above. It will assume a working knowledge of the BASIC statements already covered and new statements will be presented. Practical programming problems will be suggested to help you gain useable skills. Three 2-hours classes.

LITTLE PEOPLE PLAYSHOP will give first to third graders a chance to learn how to operate a computer and play educational games. Social as well as academic skills will be emphasized in a relaxed atmosphere. Eight 1-hour classes.

KIDS COMPUTER PLAYSHOP, for grades four, five, and six, will combine computer operation and games with introductory programming skills. Eight 1-hour classes.