

6 Literatura

- [1] ABELSON, H.: Turtle geometry. The Computer as a Medium for Explorning Mathematics. The MIT Press, Cambridge Massachusetts, 1981.
- [2] Mc DOUGALL, A. - ADAMS, T. - ADAMS, P.: Learning LOGO on the APPLE II. Firemní dokumentace počítače APPLE.
- [3] FRIENDLY, M.: Advanced LOGO a Language for learning. New Jersey, Hillsdale, 1988.
- [4] HOYLES, C.: Culture and computers in the mathematics classroom. University of London, 1985.
- [5] PAPERT, S. A.: Mindstorms. Brighton, The Harvester Presss, 1980.
- [6] PAPERT, S. A.: Počítače a škola. in: Pokroky matematiky, fyziky a astronomie, roč. 29 (1984) č. 1.
- [7] PIAGET, J.: Psychologie dítěte. SPN, Praha 1970, 1. vyd.
- [8] PIAGET, J.: Psychologie inteligence. SPN, Praha 1970, 1. vyd.
- [9] STELLER, E.: Mathematik mit LOGO. Stuttgart, 1986.