

## Online Supplement

### From Presentation to Programming Revisited

By Cathleen Galas

Students at Seeds University Elementary School, UCLA, created a virtual aquatic environment using MicroWorlds 2.0 by [LCSI](#). MicroWorlds is based on the Logo programming language. Some examples appeared in the December/January 1997-98 issue of *Learning & Leading with Technology*. The screen shots provided here show more of the students' work.



In this simulation, a fish leads the user through the ocean. The fish is nearly eaten by a white shark, notes the krill and which ocean residents eat krill, comes in contact with other ocean life, and finds evidence of oil pollution in the ocean.

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This simulation illustrates the relationship between jellyfish and shepherdfish. The shepherdfish swims safely among the jellyfish tentacles, attracting other fish to the jellyfish. The two fish help each other: The shepherd fish attracts food to the jellyfish, and the jellyfish, in turn, protects the shepherdfish from its predators.



This simulation shows a ship dumping toxic poisons into the ocean. A fish is swimming nearby. The next screen shows the effects of the toxins on the fish in the water.



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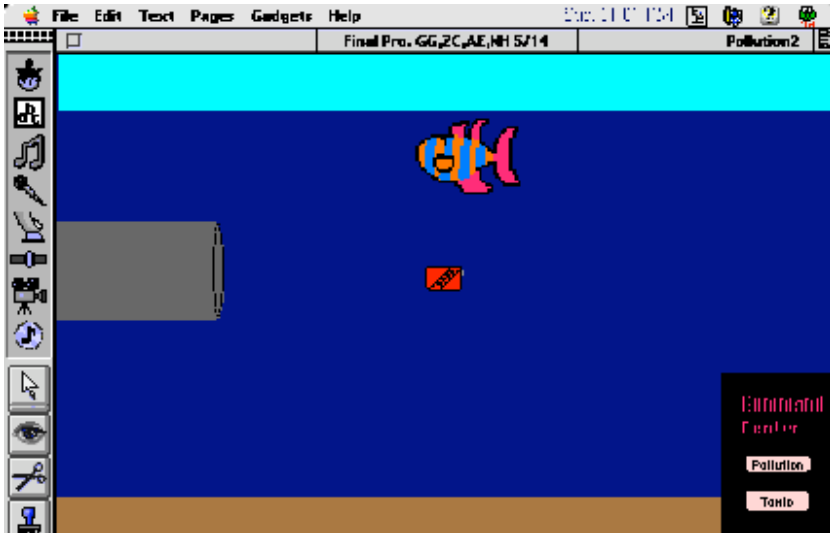
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In this simulation, the person is walking on a sidewalk and inadvertently kicks a can containing a toxic substance into a storm drain. The next frame shows the can coming out of the drain into the ocean where fish are swimming.



The fish swims, then dies. It floats to the bottom and then floats to the top of the ocean.

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