

# About the Author

Ian Murray is head of computing at Holloway School, and lectures in BASIC on the BBC micro at the City Lit. He has produced software for ILEA's 380Z programme, and has a keen interest in promoting the use of micros in secondary education and developing software that introduces new and improved teaching methods.



# **35 EDUCATIONAL PROGRAMS FOR THE BBC MICRO**

**Ian Murray**

Personal Computer World  
CENTURY PUBLISHING  
LONDON



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First published in Great Britain in 1983

by Century Publishing Co. Ltd.

76 Old Compton Street, London W1V 5PA

Reprinted 1983

ISBN 0 7126 0208 9

Printed in Great Britain by

The Garden City Press Limited

Letchworth, Hertfordshire SG6 1JS

Cover illustration by Tony Roberts/Young Artists

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# Acknowledgements

Contributors to this book include Alan Baugh, Ian Clarke, B Crow, Alan Dixon, Ian Murray, Andrew Pusey, Ron Woodworth and Chris Whytehead. My thanks go to all these, and the Head, teachers and pupils of Holloway School who tolerated my irritability, gave support and helped test some of the programs.



# Introduction

The programs in this book have all been tried out in the classroom. Generally, young people seem to react best to the more 'competitive' programs, either against the clock or each other. I do not condone either educationally. However, to encourage, young people to use the computer as a learning medium, I have included some programs in this category, but tried to steer the emphasis towards using the computer interactively. Here, the potential for the computer is enormous.

The graphics capabilities of the BBC Micro are too good to waste, and a number of the demonstrative programs are included precisely because in a classroom, none of us can reproduce diagrams and drawings in quite the same fashion on the blackboard - and the 20 seconds' loading time for a program is hardly time wasted.

Some of the programs lend themselves readily to adaption by those with a working knowledge of the BBC micro . . . and I am happy to encourage this. In some cases the data in the programs is there to show how the data needs to be formulated rather than as a working example of the data. I would be pleased to hear of any developments of either programs or data.

Child-proofing programs is important, and this has been done to differing degrees in these programs. Do not assume that 'Break' and 'Escape' have always been trapped, or that the adult programmers thought of some of the more ludicrous button pushing of the younger generation. If every program had trapped every possible error, this book might have contained just half a dozen programs. As it is some programs are quite long.

Andrew Pusey' and Ian Clarke' programs were written on BBC Model As, and thus run on them, but in some cases, due to lack of memory, have to delete the instructions prior to running the program. I considered it important to include a significant number of programs for both Model A and Model B. If you have a Model B machine, then freely develop their programs.

The programs, in some cases, creep to unsavoury lengths. This has been done for readability purposes and once you understand the program, then it would be wise to shorten the variable and procedure names. This has been done for you for a working version of the Stock Market simulation.

Finally my thanks go to the contributors: to the teachers and sixth formers who helped develop the software and generate the ideas. But remember the golden rule of software: 'there does not exist the finished program.'

Ian Murray